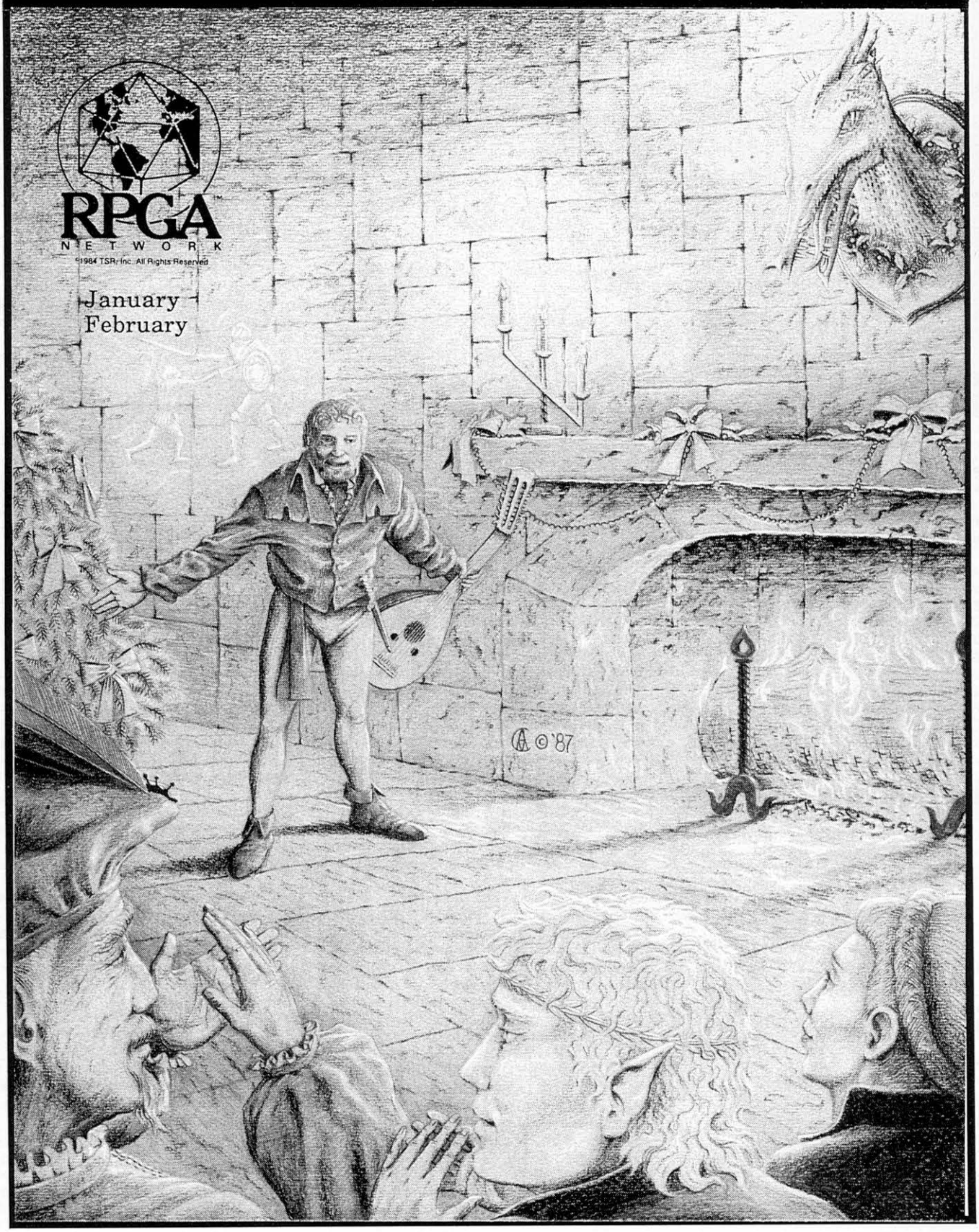
POLYHEDRON™

Newszine Issue 39



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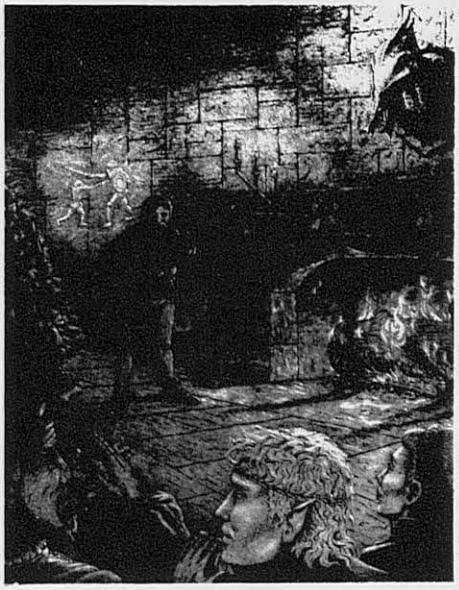

About the Cover

Our cover this month shows a bard spinning a tale at a midwinter feast. Those figures aren't real, or are they? Bards are the subject of this month's feature article, see page 6. Cover art by member Alan Clark.

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NEWSZINE

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Notes From HQ

On Ravens, Raw Liver and Rabble-rousers

The Ravens

The city finally has a name, a title it can call its own! The name of the Living City is Ravens Bluff. Situated in the fabled Forgotten Realms, the city beckons to adventurers. A map of this fine city will be included in the Living City Gateway Pack, which is slated to appear on store shelves this spring. The pack will include key city officials and will detail how you can bring a character to Ravens Bluff.

In the Notes From HQ column in issue no. 36, I explained why the winning name from the Name the City contest, Ravensgate, could not be used. Ravens Bluff holds the flavor of that original suggestion. And it looks terrific on the signpost. The Living City will be an integral part of the RPGA™ Network. At this year's GEN CON® ORIGINS convention, the Network will sponsor the second Living City tournament in which the players use their very own characters. Gamers who played in last year's tournament will use the same characters, which will have gained an experience level by the time of the convention.

The Liver

As a featured guest at Keith Polster's October Fantasy Revel, I had the dubious honor of throwing out the first piece of raw liver at the convention's annual Raw Liver Toss. (Editor's Note: Presidents of the USA get to throw the first baseball at the World Series. RPGA Network coordinators have to settle for the first chunk of raw liver at October Fantasy, hardly seems fair.) Keith, a Regional Director, handed me a large hunk of liver, and told me not to worry because it had been dried. It wasn't dry. It was wet and slimy and slippery and bloody, and the blood ran down my arm. Nevertheless, I threw it and lost. Too bad. It was an interesting experience, however. While definitely not signaling the birth of a new role-playing game, the toss involved a bit of role-playing. The participants who lined up across the dance floor to take their turn seemed to assume different personas when the liver was dropped in their hands and they aimed it at the plastic pitcher several yards away. Keith kept his distance from the liver so he wouldn't get his rented musketeer costume soiled. At next year's toss he might not be so lucky.

There were a few other highlights at the convention. It was a real treat watching Skip Williams DM the final of a three-round AD&D® Game Masters Tournament. The six players spent about a half hour of game time dithering about the properties of a rock, which one of the player characters had secretly moved with an unseen servant. Regional Director Rembert Parker, who was playing a cleric, was certain some type of invisible undead was lurking nearby and was going to throw the rock at someone. Then there was the matter of a female fighter, played by Don Bingle, who was doing everything she could to attract monsters because she was bored. Her actions nearly killed the party twice, and only the DM's kindness kept the characters from dying before the round was even half over.

The Rabble

The RPGA Network is for all of the members, not just for a few vocal, and sometimes hostile, individuals. It is for every reasonable person who won a membership (when that program was in operation) or who plops down membership fees every year.

Unfortunately, at several recent conventions we have been exposed to a few belligerent members who have put the Network in a bad light in the eyes of convention organizers, other Network members, and other gamers. These people are giving the Network a bad name among non members, and have made a bad impression on the general public. We at HQ will take whatever actions we deem necessary to eliminate this behavior and to prevent this antagonistic attitude from harming the Network and the rest of the members. Such steps will include reducing members' point totals; reducing their player and judge levels within the Network ranking system; or revoking their membership in the RPGA Network.

The membership shouldn't wait for HQ to deal with the problem, however. After all, we can't be everywhere. When a member begins to act boorish or gets belligerent, other members should point out the problem to him or her, that is unless the members are truly indifferent to this kind of behavior. This is an organization for everyone, not just a few bad-tempered persons. And we are hopeful those people can change their behavior for the good of the organization and everyone concerned.

The RPGA Network should demonstrate to the world that gamers are good, productive and contributing citizens -- not rabble-rousers, rebels, spoiled children, and insulting individuals.

To help your organization, and the gaming industry, HQ urges that you consider the image you project when you attend conventions, participate in gaming club activities, and work with the three people at HQ (Harold Johnson, Sylvia Deering and myself) who have been honestly trying hard to make the organization better for the thousands of members. It isn't hard to present yourself as a champion of good taste and good manners. Swearing, pouting, or just plain griping at Network meetings and other public functions at conventions does nothing to promote a good image, and only hurts the Network and the role-playing game industry. Maybe it looks like I'm just plain griping, but this is very important. I am saddened and angered that a few members have acted so callously and have maligned the Network by making crude and unnecessary aspersions in public. This behavior is making everyone, especially themselves, look bad.

I hope I don't have to make a speech like this again. But this is the perfect place to air something that is bothering me and the other people on the HQ staff. How do you feel about the issue of image? Is it important to you, as RPGA members, or is it something you would like to have swept under a dungeon tile?

On The Good Side

HQ appreciates all the help volunteers offer, and wants to take time to thank them for their efforts. This month we would especially like to thank Sharon Simonis, the TSR, Inc. switchboard operator. Aside from answering all the telephone calls made to the company, Sharon has been typing in tournament submissions, POLYHEDRON™ articles and Letters to the Editor. Her efforts have contributed to putting the POLYHEDRON Newszine back on schedule.

Dead Rabbits

In case you haven't noticed, this issue of the POLYHEDRON Newszine arrived nearly on schedule . POLYHEDRON #39 is the January/February 1988 issue. We will do all in our power to stay on schedule and prevent any more rabbits from entering the Notes From HQ column.

Take care,
Jean

Letters to HQ

Points are Great, But:

An open letter to the membership from RPGA™ Network Regional Director Keith Polster.

I've always thought of writing something for the Newszine, but as always, I put it off or just read the articles that other people submitted. Now that I have become enraged and disappointed, however, I can put it off no longer.

I've been involved in this organization for quite a few years, and I have seen things I liked and some things I didn't like. What did I do? Why, nothing of course, because I decided to be like everyone else.

Well, then I began running tournaments and became more involved. I have fun playing and seeing others playing games at my conventions. That makes me feel great. After the conventions were over I was glad to hear people say, "Hey it was a great con. I really had fun." I never heard, "Hey it was a great con. I really had points."

Saying that wouldn't make much sense, would it? Then I started seeing other people at conventions who wouldn't play in certain events. Why? Well, in some games, fun had been thrown out the window. If you weren't serious about collecting points, you didn't belong. You were an outsider. What are points? Well point according to Webster's, means: "a single unit, as in counting, measuring or evaluating, to call attention to." To call attention to what? Then I looked at the word fun: "enjoyment or amusement, pleasure, playful, often noisy activity." Then I decided which definition my gaming fit into. It was fun, because points never entered into my way of gaming. Yet some people were thinking that points were more important than fun. That seemed pretty sad to me. What did I do about it? Again, I did nothing, and I saw a lot of my friends stop attending conventions.

Soon, there were only "Points People" left. What did these people do? Well, some were rude, some were crude, some didn't care about anything but themselves. "Gee," I thought, "This is really FUN, this must be why I took up playing role-playing games, to be impolite, to pick arguments, to tell fellow gamers to shut up when I didn't feel like talking to them. So this is what points do for you?"

Fortunately, bad dreams end. I woke up and I realized that, like myself, there are others out in this greedy world who like to sit down and play the game for the reason it was intended, fun. I wasn't going to let a few rotten people spoil something that I enjoyed. I started having fun again.

What reason would I have for writing this letter and bringing up these bad memories?

This year at the GEN CON® Game Fair, due to my own fault, I was unable to get my tournament sanctioned by the RPGA Network. I had to run a regular tournament. Oh No! To be honest, it wasn't too bad. Once the tournament was running I again had people coming up and saying they enjoyed it, and were having fun. I was feeling pretty good. Then I ventured into the RPGA Headquarters room. What did I see? Well, what did I see! I saw people sulking, people complaining, and people crying. It seems that my evil menace Mr. Points was back to his old tricks, brewing up trouble, and corrupting people I thought were there to have fun. I was surrounded by his evil slogans, "My points are wrong." "Hey you can't judge that, you don't have enough points." "Hey! He shouldn't judge that, he doesn't care about the points." "Are you sure these are the right points?"

I took out my vorpal sword of fun and my holy symbol with a smile face on it and escaped the evil creature's nasty clutches; I was safe for the moment and not too soon. I couldn't believe that this was how people acted in front of our new coordinator.

After I caught my breath, I waded back into the creature's lair and rescued our fair leader, and learned something. What I learned was that, like myself, she was also upset with what was going on and thought something should be done, maybe a few written words to enlighten and save those who fell to the beast. In other words, points are great, but the name of the game is FUN! Let's start out by having some fun again. That would be nice. And a word to those friends who left the gaming field and this organization, please come back and at least try it one more time for old time's sake. Role-playing was fun and it can be again.

Oh, before I forget, Jean, what level will I be once my service points are figured in? Only kidding!

To all those out in this big gaming world, if you only care about what level you are and how many points you've accumulated, remember that without fun you'll eventually lose friends and then the game as you know it will be over. Or, as I say:

Cheer up people, some things in life are bad, they can really make you mad, other things just make you swear and curse. "When your chewing on life's gristle, don't grumble, give a whistle, and this will help things turn out for the best. Hey always look on the bright side of life, if life seems jolly rotten there's something you've forgotten, and that's to laugh and smile and dance and sing."
Oh, I'm sorry, see the movie. *(Monty Python's The Life of Brian.)* And remember the magic word is FUN. See ya later and always look on the bright side of life, always look...etc.

What was it worth?

Who knows how much it was worth? What is this about? It is about a nasty six letter word. I don't know if the editor will allow the word to be printed, but I will take the chance.

POINTS! Yes, that terrible word at Network HQ rears its ugly head once again. Some disturbing facts have surfaced regarding this seemingly harmless assemblage of six letters from the English alphabet. Most of you reading this statement could care less about points or how to get them. So why not let the issue drop? I will tell you why.

Less than 20 percent of RPGA members attend conventions regularly. If only this small percentage of the membership actually benefits from all the hours HQ spends editing and rewriting tournaments, why should the Network do this? Because sponsoring tournaments at conventions is a good way for the Network to advertise. If I had not won a year's membership as a prize a few years ago, I would never have known how much fun it is to be a member. Conventions are important to the Network, but no points are awarded to those who help run conventions. I understand this is going to change.

Questions about points should be directed to Network HQ, but in letter form and not over the phone. As I am told, the great ladies at HQ could spend more time on important "stuff" if they were not interrupted by gruff and sometimes nasty phone callers. These people are wasting the HQ staff's time and are hurting the Network.

I understand that the most common questions and complaints about points arise from the listings shown on the membership cards. The levels shown on your card are the number of points that you have accumulated while you have been a member of the Network. If you have received a card that states you are a 0 level player/judge don't worry, the number shown on the card does not signify your ability as a player or DM. A person who is highly rated in the RPGA ranking system should not be confused with a person who is one of the best in the nation. These few members who have high point totals have attended conventions for years, and their levels reflect their ability to attend conventions. If you are unable to go to conventions, you will not get points.

conventions. If you are unable to go to conventions, you will not get points.

By the way, whatever happened to having a good time while playing a role-playing game at a convention? I thought that people went to conventions because they enjoyed playing games, not because they wanted more points in the Network scoring system. We play games to have fun! That's what it is all about, is it not? Sometimes you make new friends at conventions or even find someone who lives near you, someone to game with once in a while.

Well, I trust this was not a waste of my time and yours. I hope that no one is offended by what I have said. For those of you who have never attended a convention, give one a try. They are fun and, who knows, you might even start a friendship that will last for years. So support a convention in your area. Watch the Convention Calendar in DRAGON® Magazine or in this Newszine for a convention in your area. Who knows? Maybe I will see you there.

Name and address withheld by request.

Let me start out by saying that this is not another letter requesting to know how many points I have, or how you determine points, or what formulae are used, or what the break point is between levels, or if I go to at least one more convention before GEN CON® Game Fair will I be able to play in the Masters or Grand Masters events. What this letter is really about is why are points such an important issue to many players and judges?

Don't get me wrong. It's not that I'm against giving some indication of how "experienced" a person is at playing in or running RPGA™ Network tournaments. However, POINTS and LEVEL are NO indication of how "good" or "bad" that person is at role-playing, strategy, rules knowledge, team play, cooperation with others, GMing, or anything else. As a general rule, a point total can only tell someone else that the person has gone to a lot of conventions and played in or GMed a lot of RPGA events. It is no guarantee of quality, though I'm sure that quality does play into the point system. Points or level alone can only prove that the person is a veteran RPGA player or judge, nothing more. The worst or best player or judge in the world (or heaven, or celestial location of your own choice) could be the highest- or lowest-ranked person in the Network, or that person may not even be an RPGA member or have ever played or judged an RPGA event.

Rank does have privileges, and in the RPGA Network that translates into Masters and Grand Masters tournaments which are set aside for the "skilled" RPGA players and GMs to demonstrate and hone their skills against people of equivalent experience. While this is a good idea, it sets up a hierarchical structuring that can -- and often apparently does -- lead to elitist sentiments amongst the upper ranks. This makes those players forget that they, too, were once lower-ranked players and that they only achieved their current standings through a combination of skill, luck and the ability and means to play in many RPGA tournaments. I have a friend who lives out on the East Coast who has lamented that the only time he gets to play or GM in RPGA tournaments is at GEN CON® Game Fair because he can't afford to come out to the Midwest where most gaming conventions are. There aren't many conventions in his area. Consequently, he is not as highly-ranked as I am, though he has been gaming for as long as I have, and I consider him to be my equal both as a player and a judge. Am I better than he simply by virtue of my ranking?

Another topic I feel I must address before closing is the awarding of service points for working on conventions, writing tournaments, helping at HQ, et cetera. This is a great idea. However, those points should go into a separate category and never be applied toward player or judge rankings. Though nothing has happened yet, I think it would be an injustice both to those who have reached high ranks by the normal criteria, and would not truly recognize the efforts of those who do give a great deal of time and effort to ensure that there are tournaments to play, and a fully-functioning Network HQ from which all these good things get distributed.

Pax vobiscum,

Greg Schwartz
Evansville, IN

Points. Yes, that has become a dirty word around here. The real problem, however, isn't with the point system. It's with a few people with different perspectives of what is important. The point system, like the Newszine and sanctioned tournaments, is all-in-all good for the Network.

The serious RPG player gets a sense of satisfaction and achievement from success in the game. We all feel a warm inner glow when our characters complete a heroic deed against great odds, wrest fabulous treasures from well-guarded dungeons, and advance levels. It's quite appropriate that the Network provide the means for members to get the same sense of achievement from what they do.

Don't blame the point system for the obstreperous behavior some individuals have subjected us to these last few months. Boorishness comes from the inside. A player who thinks points are more important than fun has missed the point. Points are the icing on the cake, not the cake itself!

The point system gives HQ an objective basis for selecting who will play and judge in Masters and Grand Masters events, it gives players and referees a reason to take sanctioned tournaments seriously, and it provides HQ with a means to punish members who hurt the Network. (The point system started out as a carrot, but we'll use it as a stick if we have to.) We do begrudge members the time we spend arguing about points. The point system is a fringe benefit of Network membership, and lately it's been taking too much of our time. Part of that is our fault. Points are still being tallied from the various RPGA-sanctioned tournaments that have been held during the past few months. And it wasn't until about a year ago that any points had been entered from tournaments held during the past four years. So until recently, the points listed on membership cards were based on HQ's estimations of where certain members were in the ranking system. Being trusting souls, we gave players and judges increased rankings whenever they called and told us they were entitled to them. When we actually tallied all the points and ran them trough our computer we found that we'd been altogether too trusting. Too bad for the members who lost levels when the updated membership cards began coming out this past fall. The points and levels displayed on the membership cards represent the best and most complete information HQ has about each member.

Some of the members have complained about the change in the point system. But HQ didn't ask the members if they wanted a point system in the first place. We just did it. It turned out to be a good idea. When we saw that it needed changes, we made them.

Notes from HQ will discuss a few elements of the new point system in issue no. 41. Enough of points for now. Let's get on with the business of running the rest of the Network.

AD&D® Game Second Edition Sneak Preview

The Bard

The following material was taken directly from the text of the upcoming AD&D® game revision. For the present, it should be considered official. (Your comments, however, are welcome. Address all comments or questions to Network HQ.) For the sake of playability, page references in this article refer present editions of the AD&D® rule books. This was necessary because work on the revision has not been completed.

The bard character is considerably different in the second edition. The biggest change is that characters no longer have to advance through several different classes before becoming a bards. They are, along with thieves, a subclass of a new character class, the rogue.

Rogue

Rogues belong to that group of people who feel the world (and everyone in it) owes them a living for some reason. Thus, they get by, day by day, living in the highest style they can afford and doing as little work as possible. They do not wish to toil and struggle in order to make a living. And the less they have to do (while maintaining a comfortable standard of living), the better off they think they are.

While this attitude is neither evil nor cruel, it does not foster a good reputation, and many a rogue has a questionable past or a shady background he would prefer was left uninvestigated.

Rogues tend to be a little of everything. They attack and make saving throws as thieves. A wide variety of magical items, weapons, and armor are allowed to rogues (for bards, see PHB, page 118). Beyond this, the two classes of rogues -- thieves and bards -- have little in common.

All rogues use Table #1: Rogue Experience Levels.

All rogues gain one six-sided hit die per level from 1st through 10th level. From 11th level on up, a rogue earns two hit points per level. Hit point bonuses for high Constitution scores no longer apply once the character reaches 11th level.

The bard is an optional character class that can be used if your DM allows. Of all rogues, he is the least suspicious and most personable. He makes his way in life by his charm, talent, and wit. A good bard should be glib of tongue, light of heart, and fleet of foot (when all else fails).

In precise historical terms, the title "bard" only applies to certain groups of Celtic poets who sang the history of their tribes in long, recitative poems. These bards, found

mainly in Ireland, Wales, and Scotland, filled many important roles in their societies. They were storehouses of tribal history, reporters of news, messengers, and even ambassadors to other tribes. However, in the AD&D® game, the bard is a more generalized character. Historical and legendary examples of this type of character include Alan-a-Dale, Will Scarlet, Amergin, and Homer. Indeed, every culture has its own legendary storyteller or poet, whether he is called bard, skald, fili, or something else entirely.

To become a bard, a character must have a Dexterity of 12 or more, an Intelligence of 13 or more, and a Charisma of 15 or more. Clearly, a quick wit is of great use to members of the class. A bard's prime requisites are Dexterity and Charisma. The bard can be lawful or chaotic, good or evil, but must always be partially neutral. Only by retaining some amount of detachment can he successfully fulfill his role as bard.

A bard, by his nature, tends to learn many different skills. He is a jack-of-all-trades but master of none. He fights as a thief and he can use any weapon. He can wear any armor up to and including chain mail, but cannot use a shield.

In their travels, bards also manage to learn a few spells. A bard can cast spells as a magic-user of half his level (round fractions down). Thus, a fifth level bard could cast two 1st level spells, the same as a second level magic-user. Not being a students of magic, bards gain their spells by accident and happenstance. Bards, therefore, do not use the intelligence tables (see PHB, page 10) to determine whether they can learn a particular spell or how many spells they can know. Instead, each time a bard is eligible to use a new level of spell, he learns one to four spells of that level -- the number is determined randomly. Our fifth level bard from the previous example has one to four 1st level spells in his spell book. These spells must be memorized according to the normal rules for casting spells. The number of spells a bard can cast per day is summarized on Table #2: Bard Spells by Level.

Combat and spells, however, are not the main strengths of the bard. His expertise is in dealing and communicating with others. To this end, the bard has a number of special powers.

All bards are proficient singers and speakers. A bard character can play a musical instrument of the player's choice (preferably one that is portable). Additional instruments can be learned if the optional proficiency rules are used.

The bard can influence reactions of groups of NPCs, and even monsters and creatures. When performing before a group that is not openly attacking (or intending to attack in just seconds), the bard can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. One saving roll vs. paralyzation is made for the entire group using the average hit dice of all the creatures in it (if the group is very large, the DM may divide it into smaller groups and roll for each). The die roll is modified by -1 for every three experience levels of the bard (round fractions down). If the saving roll fails, the group's reaction can be shifted one category (see Encounter Reactions, DMG, page 63), toward either the friendly or hostile end of the scale, at the player's choice, but the player must choose the shift's direction before the saving throw is attempted. If the crowd makes a successful saving roll, its reaction is shifted one level toward the opposite end of the scale.

For example, Cwell the Fine has been captured by a group of bandits and hauled into their camp. Although they are not planning to kill him on the spot, any fool can plainly see that Cwell's future could be depressingly short. In desperation, Cwell begins spinning a comic tale about Duke Dunderhead and his blundering knights. It has always been a hit with the peasants, and he figures it's worth a try here. Most of the bandits have one hit die but the few higher level leaders raise the average level to three. Cwell is only second level so he gains no modifier. A saving roll is attempted and the group fails (Cwell succeeds!). The ruffians find his tale amusing. The player shifts their reaction from hostile to neutral. The bandits decide not to kill Cwell but to keep him around, under guard, to entertain them. If the bandits' saving roll had succeeded, the bandits would have been irritated and offended by the story (perhaps some of them served under Duke Dunderhead!) and their reaction would have from hostile to violent. They probably would roast Cwell immediately.

If Cwell tried telling his tale while the bandits were attacking his group, the bandits would have quickly decided that Cwell is a fool and carried on with their business. This ability cannot affect people in the midst of battle; it is only effective when the audience has time to listen. Furthermore, the form of entertainment used must be appropriate to the audience, and understandable. Cwell might be able to calm (or enrage) a bear with music, but he won't have much luck telling it jokes. He could tell jokes to orcs, but the jokes would have no affect on the orcs unless he speaks their language.

Table #1: ROGUE EXPERIENCE LEVELS

	Thief/Bard		
Level	per level	total	Hit Dice
1	0	0	1
2	1,250	1,250	2
3	1,250	1,250	3
4	2,500	5,000	4
5	5,000	10,000	5
6	10,000	20,000	6
7	20,000	40,000	7
8	30,000	70,000	8
9	40,000	110,000	9
10	50,000	160,000	10
11	60,000	220,000	10+2
12	220,000	440,000	10+4
13	220,000	660,000	10+6
14	220,000	880,000	10+8
15	220,000	1,100,000	10+10
16	220,000	1,320,000	10+12
17	220,000	1,540,000	10+14
18	220,000	1,760,000	10+16
19	220,000	1,980,000	10+18
20	220,000	2,200,000	10+20

Bard
Ability Requirements:
Dexterity 12
Intelligence 13
Charisma 15
Prime Requisite:
Dexterity, Charisma
Races Allowed:
Human, Half-elf

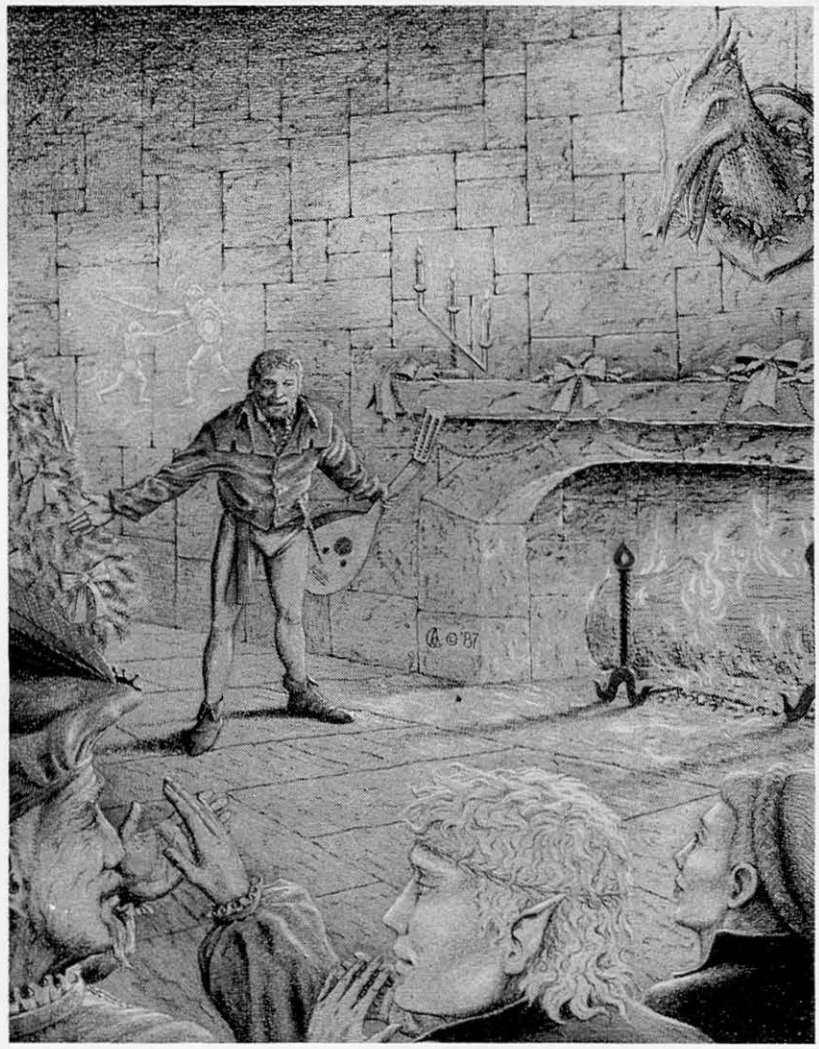
A bard's music, poetry, and stories can also be inspirational, providing a rallying effect to friends and allies. If the exact nature of an impending threat is known, the bard can heroically inspire his companions, granting a +1 bonus on attack rolls, or a +1 bonus on saving rolls, or a +2 bonus on morale (particularly useful in large battles) to those involved in melee. The bard must spend at least three full rounds singing or reciting before the battle begins. This ability has a range of 10 feet per experience level of the bard. It takes effect at the beginning of the fourth round after the bard started singing. The effect lasts one round per level of the bard. Once the effect wears off, it can't be renewed if the recipients are still in battle. However, troops who have withdrawn from combat can be reinspired by the bard's words. For example, a troop of soldiers, inspired by Cwell, could charge into battle. After fighting a fierce fight, they retreat and the enemy does not pursue. Cwell, seeing them crestfallen and dispirited, once again rouses their will to fight. Invigorated, they charge back into battle with renewed spirit.

Bards are also able to counter the effects of songs and poetry used as attacks. Characters within 30 feet of the bard are immune to the attack as long as the bard sings a counter song (or recites a poem, etc.) To do this, the bard must first make a successful saving roll against the original attack. A failed saving roll means the attack has its normal effect (everyone affected makes saving rolls, normal damage is inflicted). The bard can use this ability once per encounter or battle. This power does not affect the casting of spells; however, it is effective against spells which involve commands or suggestions. Finally, bards learn a little bit of everything in their studies and travels. Thus, all bards can read their native tongue (if a written language exists) and all know local history (without cost) if the optional proficiency rules are used. Furthermore, bards have a five percent chance per experience level to identify the general purpose and function of any magical item. The bard need not handle the item, but must examine it closely. Even if successful, the exact nature of the item is not revealed, only its general nature; something of its history and whether it is cursed, intelligent, or aligned. For example, Cwell the Fine, being second level, has a 10 percent chance to identify a +1 magical sword. ("This sword was used by the evil warrior, Lurdas. I wouldn't touch it if I were you!") This ability is usable on any particular item only once per level. It can be used on any number of items per day.

Being something of a warrior, a bard can build a stronghold and attract followers upon reaching 9th level. The bard attracts 10 to 60 soldiers of 0 level into his service. They arrive over a period of time, and are not automatically replaced if lost in battle. A bard can build a stronghold any time, but no followers arrive until he reaches 9th level.

Table #2: BARD SPELLS BY LEVEL

Bard's Level	Casting Level	Magic-user spells/day 1	2	3	4	5
1	0	-	-	-	-	-
2-3	1	1	-	-	-	-
4-5	2	2	-	-	-	-
6-7	3	2	-	-	-	-
8-9	4	3	2	-	-	-
10-11	5	4	2	1	-	-
12-13	6	4	2	2	-	-
14-15	7	4	3	2	1	-
16-17	8	4	3	3	2	-
18-19	9	4	3	3	2	1
20	10	4	4	3	2	2



Tym's Supple Leather Shoppe

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by Steve Thearle

"The Living City" is a continuing feature in the POLYHEDRON(TM) Newszine through which members can share their best fantasy city material with the rest of the Network. All submissions will eventually become part of TSR, Inc.'s series of LIVING CITY fantasy play-aids. If you have a building, business, encounter, or personality that adds some spice to your campaign's "town business" we'd like to see it.

Tym Doeskin is one of Ravens Bluff's most talented leather workers. Because he is so skillful, he can manufacture almost anything out of leather.

Tym's shop lies along one of the poorer streets of Ravens Bluff and his customers tend to be of a lower class than his work merits. The shop itself is a one room affair, simple and clean, with Tym's workbench behind the counter and his wares displayed on several shelves lining the walls. Tym lives in the room in the back of the building with his wife, Frieda, and his two young sons, Tym and Ed.

Tym has the following items available at all times:

Gloves; riding, fashion or work.
Boots; riding, work, fashion, adventure, woodsmen's.
Cloaks; riding, woodsmen's, normal everyday.
Hats; broad-brimmed, perfect for keeping off the sun or rain.
Breeches; riding, work, fashion.
Backpacks; small, medium or large.
Sacks; assorted sizes.
Whips; assorted lengths and styles.

Leather armor, helmets and gauntlets can be specially ordered, and any special work (studs, hidden pockets, unusual items etc.) also can be specially ordered. Tym can dye leather any particular color that the customer prefers and will make alterations (to ensure a perfect fit) in his shop.

Tym Doeskin
0 Level Male Human
STR: 10
INT: 13
WIS: 8
DEX: 18
CON: 10
CHA: 10
COM: 9
AC Normal: 6
AC Rear: 10 **Hit Points:** 4 **Alignment:** Neutral (Lawful Good Tendencies)
Weapon Proficiencies: Knife Special
Abilities: Leather worker, Tailor
Languages: Common

Tym is a small man with a spare frame and stooped shoulders (5' 6" tall, 142 lbs). He is 29 years old. Tym is shy and insecure. He stammers when he speaks. Tym doesn't think too highly of his own work, and therefore he prices his handiwork well below its actual worth. His low self esteem along with his timid nature keep him from making any money from his quality work. When his wife, Frieda, is not on hand to stiffen his backbone (see below) any persistent haggler can worm him down to a sinfully low price; 2/3 to 3/4 of an item's book value is the usual range. (His work is is easily worth twice book price.)

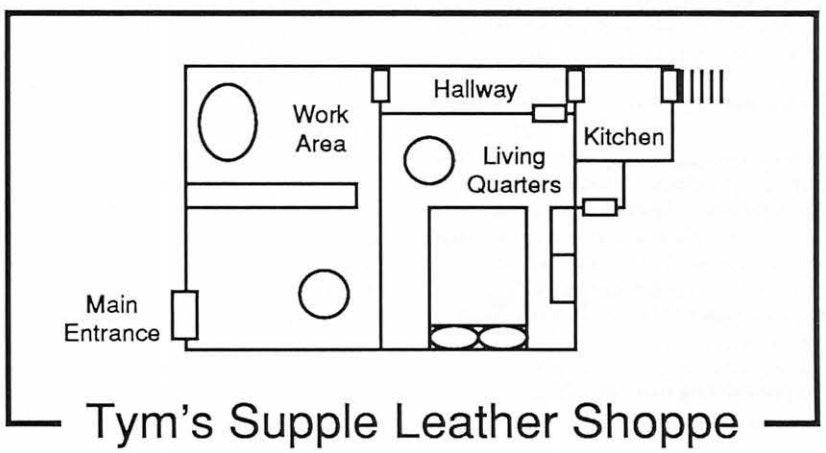
Frieda Doeskin
0 Level *Female Human*
STR: 11
INT: 12
WIS: 9
DEX: 11
CON: 16
CHA: 9
COM: 9
AC Normal: 10
AC Rear: 10
Hit Points: 5
Alignment: Neutral (Lawful Neutral Tendencies)
Weapon Proficiencies: None
Special Abilities: Hurls frying pans, rolling pins, and other heavy household objects as a 1st level fighter.
Languages: Common

Frieda is a large, strapping woman (5' 5" tall, 165 lbs) who constantly nags at Tym to be a man and charge what his goods are worth. She is 28 years old. Whenever a customer enters the shop, Frieda storms out of the back room and glares at her husband, who invariably gulps, then cheerfully greets the customer. When it comes time to talk price, Tym fearfully looks to his disapproving wife for support (more out of habit than out of desire for such support). He invariably gets higher prices when she is present. (5-15% above book price is the usual range.)

Tym's low prices and shy nature have caught the attention of a local extortionist. Every week, the extortionist's men come into Tym's shop for his "protection" payment of 20 gp. Many times, they also steal any items that they need and enjoy terrorizing Tym with daggers at his throat and a little wanton destruction of his store, just to keep him cowed. On their first visit, they also terrorized Frieda. Now she retreats into the back room and bars the door whenever they appear. Because of the heavy loss of money to the extortionist, Tym is losing money faster than normal, and a local money lender is getting antsy for a repayment of a rather large loan.

Player characters can find out about Tym's problems when the thugs saunter in for the weekly payment while the characters are purchasing an item or two from the shop. If the characters become Tym's guardians, they may find themselves in deeper than they expected! Also, each character will have to decide whether he cheats Tym on his products, even though Tym is asking for it, or pay what the items are worth and help Tym to build his self esteem. Smart characters will offer to pay Tym's loan (300 gp), and relocate his business in a better part of town where he can charge more for his products and where the law, not extortionists, provides protection. Such an investment will earn characters a small, but steady, income.

In any case, interesting role-playing should ensue when characters meet the stuttering Tym and the bellowing Frieda.



Fun in Games

by Rick Reid

Welcome to another installment of the column that asks the burning question, "Is it possible to play a game and still have fun?" As this is being written, the temperature is below zero, the wind is blowing and Pee-Wee's Playhouse is already in re-runs. All in all, a perfect environment to check out that game you bought last year and never had a chance to play. Why not pop it open, skim the rules, and call up some fellow sufferers of "cabin fever" to spend a fun afternoon? On the other hand, you could begin writing that convention scenario that you've always been putting off. Which leads us into our first topic discussion.

The Convention Tournament Part 2

Now that you've decided to take the plunge and write that masterpiece that'll be the hit of the next convention, where to begin? Let's start with one factor in your favor, time. Since most conventions happen only once a year, it's a good idea to allow yourself the entire year to complete your scenario. Don't fall into the trap of trying to write a tournament a few weeks or even a few months before the deadline. Chances are the work will be rushed and sloppy, and believe me, it'll show. Attend this year's convention with the idea of writing for next year's firmly in mind. Play in some events and note what seems to be received well. Keep several notebooks handy to jot down any particularly brilliant ideas and encounters. In fact, it's a good idea to always keep a small notebook and pen with you. You never know when some great notion will strike. Leave yourself open to all kinds of sources when planning your scenario. Books, movies, comics, and even cartoons may contain that certain plot twist or NPC personality you've been looking for. And just because you think you've already got a great story, wait. You'd be surprised at how many times you'll come up with something better, once you've given yourself time. I usually allow six months for the note-taking period. By this time you're usually ready to assemble all the bits and scraps you've accumulated and can now sit down to the real task of putting it all on paper.

Open For Business

Most fantasy towns consist of a tavern or inn, a trader's shop, a blacksmith, and an armorer. This is fine, but sometimes the characters need something more; a place not only to spend that hard-earned treasure, but to take care of certain needs that may not be met at the mundane establishments listed above. With this in mind, we present the first in a series of new businesses that you as a DM can drop right into your pre-existing town or village.

The Traveler's Roost

A fair-sized white-washed wooden building set on the road leading into town. The sign in front shows a picture of a happy fellow reclining in a large nest, while a harpy perched next to him drops grapes into his mouth. This establishment is run by Tawnya Tiltherwall and her six daughters, Faith, Hope, Charity, Prudence, Purity, and Sally. Inside, the overstuffed chairs, cracking fire, and painted landscapes on the wall give the weary traveler the feeling of home. The services and prices at the Traveler's Roost are listed on a large wood-burned sign at the entrance. They are as follows:

Shave: 3 cps
Haircut: 6 cps
Shave and Haircut: 8 cps
Hot Bath: 7 cps
Scented Bath: 10 cps
Clothes Washed and Dried: 5 cps per pound
Sewing and Mending: 2 cps per garment

Once the customer has chosen the services he desires, he is led to the appropriate room. There are 12 small rooms containing large washtubs and towels for baths, a medium-sized parlor for shaves and haircuts, and a large room near the main entrance where customers can relax in front of a large fireplace while their clothes are washed or mended. All guests are served either tea or spring water along with small biscuits. No alcohol is served or allowed on the premises. Singing and story-telling around the fire is encouraged. Tawnya or one of her daughters is always on hand to help keep the conversation going. This is an excellent place to get information from fellow travelers. A few small lads are always on hand to run messages to nearby towns if the need arises. Guests are free to leave or stay as they wish while the services they have purchased are being preformed. But rooms for the night are not available. Rudeness and profanity are not tolerated, and a sharp whack from the buxom Tawnya's weighted rolling pin usually puts a stop to such behavior.

The Problem Player

Every DM runs into a problem player somewhere along the line. It could be the player that always shows up late and needs a 15 minute synopsis of what he missed or the one whose character sheets are filled with 18s that were all rolled "by the book." Some types of problem players seem to be more widespread than others. In this section we'll attempt to deal with these types of players and suggest a few solutions. Although this advice is meant for the harried DM, players might benefit as well. For instance, if you recognize yourself in the following example, Problem: This player has memorized all the monster tomes as well as every creature presented in the DRAGON® magazine and POLYHEDRON™ Newszine. Whenever his party encounters a monster he blurts out all the creature's vital statistics as well as its weaknesses. He always knows the right weapon to employ against each creature, even the exotic ones. Changing the monster's statistics or physical description results in a cry of "Cheat! Cheat!" followed by the player pulling out his personal copies of the aforementioned tomes and showing all the other players where the DM "changed the rules." Solution: Personally, I have neither the time or the inclination to memorize all the monster books. The only reasons I can see for a player doing so are: A. He's trying to show off. Or B. He's trying to gain an unfair advantage over the other players. Discounting the obvious solution of ejecting the player from the game, let's look at a few more remedies. Actually, the real problem isn't that the player knows all the creatures, the problem is that he tries to give his character this same information. The player who tries to display his knowledge by calling out statistics that his character could not possibly know does not understand that, in a role-playing game, he is playing a character, not a representation of himself. No matter how much game knowledge he has acquired from books, this knowledge can not be transferred to the character unless the character actually experiences it during the progress of the game. Therefore, it is up to you as DM to make sure your players understand the difference between what they know as players and what they know as characters. During any game, there are certain times when the player speaks as a player and when the player speaks as his character. Player talk includes such things as "Pass the chips," "Could you please move my figure?" and "Would you repeat that?" Character talk includes only things your character would say, based on the knowledge he possesses. Such things as "Stay here, I'm going ahead," "I'm lighting a torch, what do I see," or "Thud swings a mighty blow at the fiend," are examples of character talk. Then we come to the third kind of conversation, which seems to be so popular with problem players. Phrases like "Help, I'm down to one hit point," "What's your alignment?" or "Oh, yeah, that's a Xaren. They got a picture of him on page 129 in MMII. Jack, take care of him." In these examples, the player has set himself up as an omniscient figure, endowing his character with his own knowledge and speaking in game terms through his character's lips. Everyone is guilty of this to a certain extent. (In fact, it's almost unavoidable.) But whenever the DM encounters blatant examples of this kind of

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The Big Con (and me)

The Good, The Bad, and the Ugly

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by Skip Williams

My involvement with this past GEN CON® Game Fair started one sultry June evening when I found myself in our esteemed Network coordinator's living room trying to make light conversation with Jean and former Network Coordinator Penny Petticord. My downfall began when Jean suggested that the three of us play a trivia game. Penny immediately vetoed the idea with uncharacteristic vehemence, scowling at the game box as though it were a large, hairy venomous arachnid. Undaunted Jean produced a sheaf of fresh, crisp photocopies. "Look at these", she said. They were fragments of what had to be an adventure map, complete with cryptic instructions. I raised a quizzical eyebrow.

"I get it!", blurted Penny. (I learned she had received the material as a tournament submission when she was a Network Coordinator.)

Still puzzled, I fumbled about with the maps until I stumbled upon the correct way to fit them together.

"Well?" queried Jean.

"Well what?" I countered, with a hint of irritation.

"What do you think?"

"Cute," said Penny.

"Harumph!" said I.

"Will it work?" persisted Jean.

"Sure," said I.

The corners of Penny's mouth flowed upward into a shark-like grin.

"Here's the characters," gushed Jean, pushing a pile of computer printouts into my hands. We split them between us and started reading while Jean related the basic story line of what would eventually be the convention's Grand Masters event. We all agreed that it would work. Then Jean asked me if I'd care to co-write it. I quickly mumbled something about plans to become a monk in Tibet until September at least, and looked to Penny for moral support. All I got was a cold, metallic gaze that was all too familiar. Out numbered and surrounded, I surrendered.

Jean decided to get her pound of flesh, and got me to coordinate both the Master's and Grand Masters events.

Starting work on a tournament is not unlike getting a vaccination. It only hurts when you fight it, and even the pain is short-lived. Everyone should try it.

Working with Jean did have its moments, however. Jean's personal computer, I soon discovered, has only slightly more brains than the average electric can opener.

Soon, however, Jean and I had completed a three-round tournament. I told Jean I'd see her bright and early the first day of the convention. "Why don't you come a day early and help set up HQ?" Jean replied.

As fate would have it, I arrived at the convention on Wednesday, at two in the afternoon.

Once inside, I set out to find Jean, unsuccessfully. So I helped with the myriad time-consuming little chores that always have to be completed right before the convention. I burst computer forms, stuffed envelopes, and tried to give intelligible answers to the steady stream of questions directed at me by exhibitors and other early arrivals.

When I got a break, I fled MECCA to find some food and check into my hotel (under an assumed name). When I returned at about 8:00 p.m. I found Jean, who assured me that Network HQ had been set up while I was busy elsewhere.

When she showed me the room, all I saw were two empty tables, a few chairs, several square yards of clean uncluttered floor, a large file cabinet, and a few flies. I had been expecting a chaotic mass of people and paper, and concluded that setup had hardly started. "Where is everything?" I shrieked. "It's eight o'clock. We'd better get busy. Call out the National Guard. This is an emergency." Jean assured me that everything was in order. I made her show me. Sure enough, all the necessary paperwork had been neatly stowed in the file cabinet. The flies, probably scouts for the swarm that had colonized HQ by Thursday afternoon, slipped out unnoticed while I was still gaping at the file cabinet.

I soon recovered from the shock, and sat down with a convention program and a computer printout to make sure everything was in order with my tournaments. After looking at the event schedules and convention floor plans, I discovered that about half the locations my events had been scheduled to occupy didn't exist. The repair involved rearranging about two-thirds of the convention's layout.

Upon returning to HQ on Thursday morning, I dumped the small mountain of rulebooks, miniatures, scoring sheets, and scenarios I had lugged along with me into a handy corner, and pulled up a chair. I had a little piece of HQ all to myself. I sat there for almost the whole convention, totaling score sheets, pontificating about game rules, and murdering flies; all activities that earned me Jean's whole-hearted support. I left my corner only to eat, sleep, answer the call of nature, and make sure my tournaments were running smoothly.

By 10:00 p.m. Thursday I had just about taken root in my corner. I propped my feet up on a chair and leaned back to talk to Jean. We were deeply immersed in some topic of great import (I think we were trying to decide who should go out and get dinner) when Jean's gaze locked fiercely onto my right foot. A fly had landed there. Before I could take evasive action, Jean wound up like Babe Ruth pitching a fast ball (bet you didn't know Ruth was a pitcher) and clobbered my big toe with a mightly wallop. The tendons in my ankle stretched out about two feet, then snapped back with a steely twang. As a wave of numbness climbed up to my knee, I saw the fly buzz lazily away. Jean was embarrassed about missing the fly. I was just glad there were no heavy, blunt objects around, or Jean would have imitated one of Mr. Ruth's more well-known skills and hit my foot out of the ballpark.

Eventually, Harold Johnson, Jean's boss, was delegated to find nourishment for Jean and me. While we were waiting, a Network judge popped into HQ to retrieve gaming materials he had left behind. He was leaving when Jean wondered out loud where Harold was with our food.

"That reminds me," said the judge, "I forgot to eat my sandwich." The gentleman (I won't mention his name, but among the well-informed he is known for the food he brings to conventions) plopped his satchel onto a table and reached inside, producing the almost rectangular form of a sandwich in plastic wrap.

"I wonder if it's still good?"

"You've been keeping a dead sandwich in here?" I asked incredulously. "No wonder we've got all these flies! Take your sandwich and your flies out of here."

The judge looked at HQ's cloud of flies, then at the sandwich. "Maybe it's bad," he said, making a throwing motion at the nearest wastebasket.

"Get it out of here!" I screeched.

"Well, maybe it's still good," he mumbled to himself, fumbling with the wrapper.

"Fine," said I, "What is it?"

"Egg salad", he replied.

I made a noise like a garbage disposal chewing a rubber overshoe. "Look, this room has been full of warm bodies all day. You

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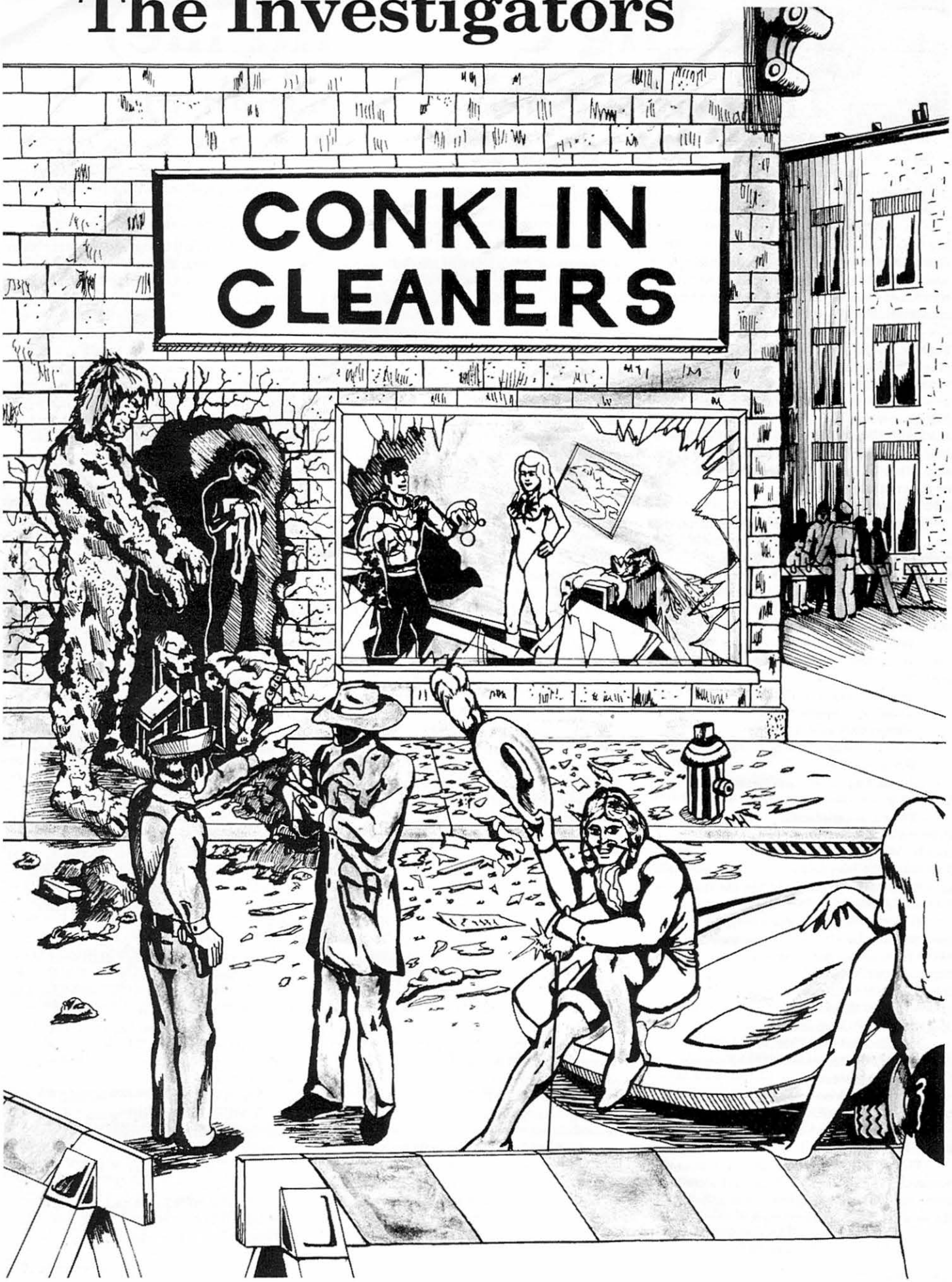
The Investigators



The Investigators

by Jeff Martin

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Players' Introduction

This adventure revolves around the Maggia. This class 1000 criminal organization controls the majority of criminal wealth and power in the United States. The organization is vast, and controls numerous gangs and branch offices.

One of these gangs is the Black Vampires. Based in the Chicago area, its officials are as wealthy as they are vile. The Black Vampires have taken many victims over the years, and few stand to oppose them.

Robert Malone is one of those few people. He was a middle-level official in the Black Vampires when his brother was murdered. He was killed by Black Vampire thugs when he refused to pay protection money for his business. Robert vowed that he would get revenge for his brother, even if it might cost him his life. He went to the Attorney General and revealed extensive and damaging information about the Black Vampires.

The next day, the leaders of the Black Vampires were arrested and charged with many heinous crimes. A grand jury quickly indicted them and the stage was set for a historic trial.

The Maggia was not going to let its reputation be tainted, however. It purchased the services of several villains to find and kidnap Robert Malone. On the night before Robert Malone was to appear in court and give essential prosecution testimony, villains broke into a supposedly secret safe house and kidnapped him. From the vast destruction inflicted on the safe house, it is apparent that these villains were not ordinary. It is believed that Robert Malone is probably still alive. The Maggia probably will not kill him until they learn exactly what he has told the authorities.

This is where your group, The Investigators, enters the drama. After a direct appeal from the Attorney General, Shade (the group's leader) called the membership together.

It is now 10 p.m. and the trial is over at noon tomorrow (it resumes at 8 A.M.). Unless Robert Malone is located and rescued before noon, the Black Vampires will win a victory in court. Your mission is to rescue Malone and deliver him to the courthouse, intact, so that he can give his testimony. It's a sure bet that the Maggia will employ super villains in an attempt to stop you.

Robert Malone was last seen at the safe house. After a quick look at his police file, the Investigators leave for the safe house -- "Conklin Cleaners."

Referee's Information

The super villains who located and kidnapped Robert Malone were the Absorbing Man, Blizzard, Mauler, Sabertooth, and Whirlwind -- the Maggia was not taking any chances. The adventure starts in downtown Chicago.

Chapter One: Taken to the Cleaners

> The small shop is completely in shambles. The police are trying to contain a gathering crowd. A hole the size of a man has been blown through one of the building's walls. Papers and other light objects have been blown about the place. It looks as though a tornado has come through here. Strangely, patches of melting ice also can be seen here and there.

Only one police officer survived the onslaught. He is in critical condition, with deep claw wounds on his body. He is barely conscious and cannot give the characters any information.

The disaster happened about one hour ago. The super villain, Sabertooth, used his super sense of smell to track down Mr. Malone. It was the Mauler who blew open the wall. The ice and the high winds were courtesy of Blizzard and Whirlwind.

The kidnappers left few clues to the whereabouts of Mr. Malone. The heroes cannot proceed any further with the adventure until they try to find eye witnesses.

When the heroes try to find eye witnesses they will meet with some success. They will encounter Joe Bernard and Kelly James. Joe Bernard is a 16 year-old runaway who survives on charity, a part time job, and the occasional theft. He is streetwise and he will not be intimidated by The Investigators. Joe saw the entire event and he will tell heroes the whole story for a price ($50). Joe saw Mr. Malone captured and loaded into a van. On the side of the van were the words "Globe Press." Shade is the only one carrying any money (tell this to the player), but he should be hesitant to pay the boy. This is a situation where a lot of group interaction could take place.

Kelly James is a young nurse who was driving by the store when the villains hit it. She saw only the Mauler, Sabertooth, and Blizzard. Read the following when the heroes question Kelly:

> This young woman seems to be a bit breathless, either because of your presence or because of what she saw here. "I was driving home from the hospital when I heard a crash," she explains. "I slowed down to look and saw a man in a cat outfit standing next the hole in the wall, I think he was the villain Sabertooth. Anyway, he saw the car and shouted to somebody inside. Two men wearing armor looked out through the hole, one of them looked like he was covered with frost or something, and the other shot a beam of light at me; from his arm, so I punched the gas and drove away. I came back here because I thought what I saw might be important."

Kelly didn't have time to see anything else. If Graylord questions her, however, she will try very hard to remember other details; she will eventually be able to furnish fairly complete descriptions of all three villains.

The Referee should feel free to invent any new NPCs he feels are appropriate, but characters should have even less information than Joe and Kelly have.

Chapter Two: "Pressing Business"

Globe Press is located about five miles from Conklin Cleaners. The heroes can get there in a police car or in Shade's Shadowstreak. The exterior of the Globe Press building is shown on the city map provided with the MARVEL SUPER HEROES game. The building's interior is shown on the map's reverse side.

The building is made of brick and is rather new. Its walls and doors are made of Good material. Remote control video cameras are located in many spots outside the structure. If the heroes are careful they can get within one area of the building without being seen from inside. Shade may move freely about and remain unseen as long as he does not stand directly under a street light. The cameras are connected to monitors in the office section (the light area in the building's lower left hand corner).

When the heroes arrive they will see the van parked in the parking area. No one saw the van arrive.

Office:

> This large, but spartan room houses many video monitors. The exterior of the building is being shown on them. From out of the shadows step three costumed men. You recognize them as the Mauler, Blizzard, and Sabertooth.

This room is where Mr Malone was taken. He is not here now, however, as he was taken below through a trap door in the middle of the room. The heroes will not notice it until the fight is over (see Aftermath). When the villains arrived, the Absorbing Man and Whirlwind proceeded through the trap door with Mr. Malone, telling their three associates to wait here for their payment and to watch for pursuit.

By using the monitors and his super senses, Sabertooth knew when The Investigators entered the building. He, the Mauler, and Blizzard are ready for a fight.

Roll initiative. The villains will fight to zero Health points. Their battle tactics are up to the referee, but they will do their best to defeat the heroes. If captured they will not discuss their mission, or reveal anything about

Mr. Malone. Even these super villains respect the Maggia.

Aftermath: The heroes will find the trap door if they search the office. A ladder leads downward to a tunnel. Opening the trap door and descending the ladder takes the heroes directly to chapter three.

Chapter Three: Which Way Did He Go?

The ladder leads down to a narrow tunnel. The tunnel heads west for about 1000 feet and ends in a locked steel door (Remarkable material).

> The tunnel abruptly ends in a gray, steel door, featureless except for a gleaming brass rectangle bolted to its right edge, about chest high. The plate's cold surface gleams ruddily in the dim red light cast by a single dirty bulb set in the ceiling.

This is a normal steel door, the heroes can open it simply by pushing on it. The referee should do nothing to allay any fears or anxieties the players might have about the door.

When opened, the door reveals an ordinary parking garage. Hundreds of cars litter the place.

The heroes can visit the exit gate and inquire about any strange events. A worker there, Orville Johnson, will remember the limousine that carried Mr. Malone out of here. The man who paid the ticket was a very large, bald, evil-looking man (the Absorbing Man). The car's license plate number is written on a ticket stub.

The heroes will have problems obtaining information from Orville, however. Mr. Johnson is pushing his 70's and he is losing some of his hearing. Although he likes to pretend to be dim-witted, he is very sharp. He will try to get the heroes to agree to attend his grandchild's birthday party next week. If they agree, he will tell them all he knows.

When the heroes approach Orville, he will be mumbling angrily about something (Sutcliffe's pitching no doubt). Orville holds the ticket stub while talking to the heroes, if he does not show it to them, Oracle can read the license number with his Gramarye spell.

The license plate number can be easily traced with a simple phone call. The limousine belongs to Theodore Tyler a regional official of the Maggia. He lives in a small country estate just outside the city. By using Shadowstreak, or a police helicopter, The Investigators can be there in 20 minutes.

Chapter Four: A Stroll in the Country

> You stand at the country home of Theodore Tyler. It is a small, one-story home, yet its style is grand and luxurious. Its more prominent features include a large front door and an eight-foot-tall iron fence. The house is very beautiful and the yard is immaculate. There are no lights visible.

If the heroes wait a few moments, they will see a guard with two guard dogs patrolling the yard. He will pass near the heroes every five minutes. He has a shotgun and he will use it if he sees the heroes. The shots will alert everyone in the house. The shotgun does Excellent damage.

Guard:

F	A	S	E	R	I	P
EX	EX	GD	GD	TY	TY	TY

Health: 60 Karma: 18

The two guard dogs will attack the heroes immediately after they are released. They will avoid Shade and Mole.

Dogs:

F	A	S	E
GD	TY	TY	GD

Health: 32 Damage: Good (Hack & Slash)

Eventually, the heroes will find their way into the home by stealth or by force. When they do, it is time for Chapter Five. The house's floorplan is located on page 31.

Chapter Five: Into the Lion's Den

If the guard did not give warning, the characters in the house will be in the following rooms when the heroes reach the house:

Character	Room
Absorbing Man	Conference Room
Whirlwind	ConferenceRoom
Theodore Tyler	Conference Room
Mrs. Tyler (harmless)	Bedroom #3
3 Thugs (identical to guard)	Patio
Mr. Malone	Conference Room

If the guard was able to warn the villains, the referee must decide where the villains are located. They will set up an ambush if they have time to do so.

The house's exterior walls and doors are made of Excellent material (steel siding over hardwood, and fiberglass insulation). The interior walls and doors are made of Good material (hardwood paneling over light steel panels). The walls and door of the conference room are constructed of Incredible material (steel door, solid stone walls).

Read the following if the Investigators have successfully breached the conference room without warning the villains:

> This large room is no doubt a conference room. A large wooden table with many chairs takes up most of the space. You can see the Absorbing Man, Whirlwind, Theodore Tyler, and a healthy, defiant Mr. Malone sitting at the far end of the table.

Roll initiative. Again, the villains actions are left to the referee's discretion. When formulating a plan, however, remember that the Absorbing Man will be looking for a strong material (the stone walls, for example) to absorb. If threatened, Mr. Tyler will use his pistol to hold Mr. Malone as a hostage and bargaining chip. In any case, when it appears that the heroes are certain to win, Mr. Tyler will attempt to kill Mr. Malone. There are several ways for the heroes to prevent this.

Theodore Tyler:

F	A	S	E	R	I	P
GD	TY	GD	GD	EX	TY	TY

Health: 36 Karma: 32

Weapon: Pistol

Robert Malone:

F	A	S	E	R	I	P
TY	TY	GD	TY	EX	GD	GD

Health: 28 Karma:40

Note to the referee: If the absorbing man absorbs the properties of stone or earth, Mole's earth controlling powers will work on him. Mole will need a red FEAT roll to succeed, and the Absorbing man will be able to break this control by absorbing the properties of something else (a steel beam for example) or by making a yellow Psyche FEAT roll.

Aftermath: If the heroes recover Mr. Malone then they will have accomplished their first goal. However, it is still another five hours until the trial resumes. A lot can happen in five hours. Furthermore, Mr. Malone has some news for the heroes:

> The object of your quest clears his throat nervously, coughs into his fist, then speaks. "I hate to appear ungrateful or demanding," he murmurs, "But we, er, I have a problem that you should know about. When I was brought here, I was forced to swallow a small metallic object. Mr. Tyler boasted afterwards that, now that I'd swallowed the transmitter, I couldn't hide anywhere even if I did manage to escape. I think the Maggia will know it if I leave this house as anything but a corpse! I think I'd better call the Attorney General."

Mr. Malone has been both truthful and accurate. Maggia agents are monitoring the transmitter and will know to the minute if Mr. Malone leaves the house.

If the heroes won't allow Mr. Malone to call the Attorney General, he will insist that somebody call the Attorney General. When the Attorney General is called, he will want to speak to Mr. Malone first, Malone will tell the Attorney General everthing he told the heroes. When the Attorney General learns about the transmitter, he will want to talk to Shade:

> "Look Shade, this explains a lot of things. The whole countryside is crawling with super villains! The Maggia must have put a price on Mr. Malone's head just in case he escaped. It's

3 A.M. now, and the trial resumes at eight. It's about one hour from where you are to the courthouse. So you'll have to move Mr. Malone by seven. I suggest you stay put, maybe the Maggia will figure that Malone never swallowed that transmitter. I'll send an unmarked police van to get Malone at seven."

Neither the Attorney General nor any of the other authorities will agree to take custody of Mr. Malone any sooner than 8 A.M., the risk of super villain interference is too great they are already hard-pressed to make the courtroom secure, and they simply can't handle Mr. Malone's early arrival. In the same vein, the authorities will not send reinforcements to the house that could attract too much attention. If the heroes insist an moving Mr. Malone before 7 A.M., the authorities will appeal to the governor of Illinois, who will order them to hold Mr. Malone at the house until seven.

If the heroes leave the house anyway, they will encounter the Wrecking Crew (Chapter Six) immediately. After defeating the Wrecking Crew, they encounter Jeff Sanders (Chapter Seven) stopped at the side of a road, reading a map. Next, Volcana (Chapter Nine) ambushes them. Finally, Scorpion, Beetle, and the Radioactive Man (Chapter Eight) attack them just as they reach the courthouse.

Chapter Six: Send in the Clowns

Most of the more intelligent super villains have been fooled by The Investigators' tactic. However, the dim-witted Wrecking Crew is just dumb enough to search the Tyler home. They are now outside the house. It is up to the referee to decide the exact battle tactics and strategies the Wrecking Crew will use. Keep in mind that these villains prefer frontal assaults, and that their intelligence does not match their raw power. When the heroes first encounter the Wrecking Crew read the following:

Four very large men stand before you. From the looks of their costumes you recognize them as the Wrecking Crew. They don't look like they came to pay a friendly visit.

It is time to roll initiative. The Wrecking Crew members will fight until they are reduced to 20 Health points. At that time, they will flee outside and try to make their get-away in their car.

Aftermath: If captured, the Wrecking Crew will tell The Investigators about the bounty on Mr. Malone's head. They also will tell them that electronic sensors detected the heroes when they stormed the house. The Maggia knows about their rescue, and that is the reason behind the bounty. All of this is true. After the Wrecking Crew has been missing for a while, the Maggia will know something is up.

Chapter Seven: The Canadian Surprise

This chapter occurs immediately after the fight with the Wrecking Crew.

Jeff Sanders, a pizza delivery boy, will ring the doorbell. His delivery ticket shows that this address ordered a large, Canadian pizza from Bob's Pizza-rama (The ticket is wrong. Someone down the road ordered it.) Jeff is a skinny 17 year old who has an abundance of wild, red hair. He is a little angry about the delivery complications with the pizza. Read the following when the heroes answer the door:

You open the door and find yourself face-to-face with a slim, red-haired, red-faced, young man wearing an annoyed expression. He carries a flat, rectangular, grease-stained box. "One Canadian, delivered... Yours, right?" he says sharply, making the question sound more like a statement. A battered pickup trunk waits in the darkness of the yard, obviously the boy's vehicle. A large, metallic object sits in the back of the truck, near the tailgate. You can't make out any details in the dark. "Look," the boy mutters, "is it yours or not?"

The object in the truck is an old V8 engine Jeff uses to give him traction. If Shade looks at it with his infravision, he will notice a nobby projection jutting out of the top (this is the carburetor, the air cleaner is gone), and some thick wires hanging from one edge (the spark-plugs leads), but he won't recognize it as an engine at first glance.

If the heroes accept the pizza, they owe Jeff $14.70. If they refuse the pizza, Jeff asks to use the phone so he can figure out where to deliver it.

Jeff Sanders:

F	A	S	E	R	I	P
TY	PR	PR	TY	GD	TY	TY

Health: 20 Karma: 22

Chapter Eight: Attack at Dawn

It is now 5 a.m. The sun is rising in a cloudless sky. Scorpion, Beetle, and the Radioactive Man are watching the heroes. They have been looking and planning for the past 30 minutes. The villains move now to strike.

The villains will attack The Investigators fiercely, there is a lot of money at stake. They will fight to zero Health points, and they will not say anything to the heroes after the fight. Again, the referee should decide what tactics the villians will use; keep in mind Beetle's flying ability and Radioactive Man's energy explosion attack.

Aftermath: The heroes should now know that they are in store for a dangerous morning. If captured and questioned, the villains will tell the heroes to "go get pressed" (villain jargon).

Chapter Nine: Come On Baby Light My Fire

The rest of the heroes' stay at the Tyler home is uneventful. At 7:00 A.M. sharp the police van arrives. It is a rusty, red vehicle with the words "Alroy Hare: Plumbing and Fixtures" painted in faded yellow letters on the sides.

The van has a finely tuned engine, a heavy duty suspension, and a reinforced body, but no special equipment. The driver is Federal Marshal Clinton Stoddard. Stoddard is a matter-of-fact, no-nonsense, man. He wants to load Mr. Malone and The Investigators into the van and hit the road as quickly as possible. He has an efficient and courteous manner and won't waste time making small talk with the characters.

Clinton Stoddard:

F	A	S	E	R	I	P
EX	TY	GD	GD	TY	TY	TY

Health: 46 Karma: 18

Weapon: Sub-Machine Gun

Police Van:

Control	Speed	Body	Protection
TY	GD	EX	EX

Trouble for the heroes, in the form of Volcana, lies in wait on the road. Use Reference Map on page 29.

Straight ahead of you on the road you see the super villain Volcana. She is under a railroad over-pass. A small, wooden water tower and a signal box are next to her. With a wave of her arm, a thermal bolt lashes out at your van. The front of the van is destroyed and the crippled van comes to a rest a short distance in front of Volcana.

Determine initiative. Volcana will try to fry the heroes and then capture Mr. Malone. She is a strong foe and the only hope The Investigators may have is to try to douse her with water from the water tower. If they are successful, then she will revert to human form (for two rounds). Stoddard will fire at Volcana with his sub-machine gun, but her body armor will protect her from the bullets (unless she is in human form).

Aftermath: By saving Mr. Malone once again, The Investigators are able to deliver him to the trial. His testimony is very damaging, and the cruel leadership of the Black Vampires are found guilty and sentenced to life.

The Investigators are given a special citation from the state of Illinois, their fame and popularity rises again. What's more, the side of truth and justice has won again.

Thus ends the adventure.

Villians

VOLCANA™
Marsha Rosenberg

Fighting:	EXCELLENT
Agility:	INCREDIBLE
Strength:	EXCELLENT
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	GOOD
Health:	110
Karma	30
Resources:	GOOD
Popularity:	5

Known Powers:

FIERY BODY: When Volcana is in her plasma-based form, she has Amazing protection against hand-held or missile weapons. Weapons made of less than Amazing material will melt on contact with her causing her no damage. Anyone who touches her plasma-body suffers Amazing damage. Volcana suffers normal damage from unarmed attacks.

THERMAL ENERGY BLASTS: Volcana can shoot thermal energy blasts with Incredible agility. The blasts cause Unearthly damage, and have a range of 10 areas.

FIRE RESISTANCE: Volcana has Unearthly resistance to heat and fire.

ALTER EGO: Volcana can transform herself from plasma-state to normal, and must do so to eat or sleep. In her normal state Marsha's abilities are as follows:

F	A	S	E	R	I	P
TY	EX	TY	GD	GD	GD	GD

Health = 42 Karma = 30

RUNNING VOLCANA: Marsha Rosenberg was one of inhabitants of Denver brought to the Secret Wars Battleplanet by the Beyonder, and was transformed by Doctor Doom into her present state. With the end of Secret Wars I Marsha returned with Owen to Denver, where the two have settled down. Volcana mothers Owen to a great degree, often too much for his own good.

SABERTOOTH
(real name unrevealed)
Mutant villain

F	40	In	Health = 120
A	30	Rm	
S	20	Ex	Karma = 22
E	30	Rm	
R	6	Ty	Resource = Ty (6)
I	10	Gd	
P	6	Ty	Popularity = 0

KNOWN POWERS:

Altered Sight: Sabertooth's eyesight is not normal, he has no color vision whatsoever, seeing the world only in black and white, but does have Remarkable infravision and can see in the dark.

Heightened Senses: Sabertooth's senses of hearing, smell, and taste have all been raised to the Amazing level. He can use these senses as an Amazing Tracking Ability power. Sabertooth can remember previous scents and tastes, can detect illusions by their lack of the same, and identify people or substances by their smell or taste. It is impossible to drug or poison Sabertooth by slipping anything into his food or drink as he automatically detects it. When concentrating on listening and smelling, his Intuition is raised to Remarkable (he can hear light breathing 200 feet away in a cave). He can use this last power stunt while walking.

Claws and Bite: Sabertooth has claws and teeth made of an unknown material of Incredible strength. He can use the claws as a Remarkable Edged Attack and, if he can Grapple for at least one full round, can bite as a Remarkable Edged Attack.

TALENTS: None known.

CONTACTS: Sabertooth has been underground for awhile, but rumors abound that he has joined a large mutant criminal organization.

RUNNING SABERTOOTH: Sabertooth's past has not yet been revealed. He has the predatory instincts of one of the great cats, but also has their natural distrust and dislike of weaker creatures. He can be a snarling, vicious fighter almost on the same level with Wolverine. He has killed in the past and will do so again if it helps him get what he wants.

MAULER™ ARMOR

Availability: Unique
Constructed by: Cord Conglomerate
Inventor: Edwin Cord and Associates
Worn by: BRENDAN DOYLE™, Mercenary

F	A	S	E	R	I	P
Rm	Gd	Gd	Ex	Gd	Ex	Gd

ABILITY MODIFIERS

Raises Fighting by 1 rank
(Maximum of AMAZING)
Raises Agility by 1 rank
(Maximum of EXCELLENT)
Raises Strength by 3 ranks
(Maximum of INCREDIBLE)
Raises Endurance by 3 ranks
(Maximum of INCREDIBLE)

KNOWN POWERS

BODY ARMOR
- Molecular-scale woven metal fabric.
- Provides Remarkable protection from physical attacks.
- Provides Incredible protection from energy attacks, including heat and cold.

LASER CANNON
- Solid state 600 watt laser cannon mounted n the right arm assembly.
- Capable of inflicting up to Monstrous damage.
- Effective range of 15 areas.

ELECTRON PARTICLE BEAM
- 400 watt electron particle gun also mounted in right arm assembly, using laser cannon in short-pulse mode as a guide.
- Inflicts Amazing damage. Damage cannot be reduced.
- Effective range of 10 areas.

FLIGHT
- Electric, air-breathing turbines set into the calves.
- Armor can move up to Amazing (8 areas) speed.

ELECTRIC SHOCK
- High-frequency, extremely short range electric shocker implanted in the left palm.
- May inflict up to Amazing electric damage if touching an opponent (Fighting FEAT in normal combat).

LIFE SUPPORT SYSTEMS
- Internal life support systems can maintain the wearer for 3 1/2 days in a hostile environment.
- While the life support systems may allow survival in deep space or underwater, certain suit systems would be affected (such as the air-breathing turbines that allow flight.

DESIGN NOTES
The MAULER armor (Mobile Armored Utility Laser-guided E-beam, Revised) was developed by the Cord Conglomerate under contract with the United States Government. The suit was stolen by a disgruntled employee of Cord's named AARON SOAMES™, and later by TURK BARRETT™, a small-time thug with a grudge against Daredevil (see STILT-MAN™). Because of such breaches in security, the Department of Defense cut the funding for the project. Cordco collapsed after an affair with the Raider armor (see Raider Armor), and the company was purchased by Stark International.

Cord, now in prison, contacted mercenary Brendan Doyle to steal the suit and destroy any plans in the computer systems, allowing Cord to hire Doyle and the suit out as a superpowered mercenary. Doyle stole the suit from the Stark International warehouse on Long Island, but was foiled by Jim Rhodes, who broadcast the plans to a wide variety of Stark

locations. Rather than slay Rhodes, who Doyle had served alongside in South East Asia, Doyle resigned his allegience to Cord, and left with the suit. Present whereabouts of the suit are unknown. In addition, plans exist for the suit in numerous locations.

BLIZZARD™ BATTLESUIT

Availability: Unique
Constructed By: GREGOR SHAPANKA™
Inventor: Gregor Shapanka
Worn by: Gregor Shapanka

F	A	S	E	R	I	P
Ty	Gd	Gd	Ex	Rm	Gd	Pr

ABILITY MODIFIERS: None

KNOWN POWERS

BODY ARMOR
- Fully insulated battlesuit with additional padding.
- Provides Good protection from physical damage.
- Provides Amazing protection against cold.

ICE-PROJECTORS
- Miniature cyrogenic units set in the gloves and powered by circuitry in backpack.
- Backpack also contains water reserves and is made of Remarkable strength material.
- May generate snow, sleet, or ice at the Remarkable level.
- May provide the wearer with body armor of Remarkable strength.
- May encase others with Remarkable strength ice, and form ice walls of Remarkable strength.
- May create icy missiles with range of 3 areas and inflicting Remarkable damage.

DESIGN NOTES
Gregor Shapanka was a research scientist for Stark International who was dismissed for selling company secrets. Using his own abilities, Shapanka created his cold-generating suit, and took to crime, first as JACK FROST™, and later as Blizzard. Blizzard was slain by a mysterious assailant, but his suit and plans survive him.

ABSORBING MAN
Carl "Crusher" Creel

F	Ex	(20)	Health: 56
A	Ty	(6)	
S	Gd	(10)	Karma: 14
E	Ex	(20)	
R	Pr	(4)	Resources: Pr
I	Pr	(4)	
P	Ty	(6)	Popularity: -20

KNOWN POWERS:

Material and Energy Duplication: The Absorbing Man can take on the properties of any material he touches, giving him Strength, Endurance, and Body Armor of rank equal to the material strength of the object touched; his Health is increased if his abilities increase, but does not decline if he absorbs from an object with a material strength rank lower than his normal abilities. The upper limit for the transformation is Unearthly; if he touched Captain America's shield, his abilities would rise to Unearthly, not Class 3000. He can remain in a particular transformation as long as he wishes. If the object touched holds some form of energy (such as a battery or a blast furnace), he absorbs the energy properties as well. Creel is not hurt by this energy and can retain it for up to 10 rounds. He can also absorb shapes and sizes from objects; touching a hammer would give him hammer-like fists; by touching a building, he can enlarge himself to equal its height.

Power Absorption: Creel can absorb superhuman abilities and powers in the same way he absorbs from inanimate objects. However, he does not absorb the ability to control them, and so cannot perform most power stunts. For example, he could gain energy powers by touching Captain Marvel, but he could not change into different types of energy, as she can. Unlike Rogue, Creel only copies abilities; he does not steal them.

Life Support: If parts of his body are severed, the Absorbing Man can reattach them by holding them in place and transforming to human form.

Weapon: The Absorbing Man carries a prisoner's ball-and-chain that transforms as he does if he is holding it.

TALENTS: None.

CONTACTS: The Absorbing Man is a member of the fourth Masters of Evil.

BACKGROUND: Loki used Asgardian magic to give Creel the power to battle Thor.

RADIOACTIVE MAN
Dr. Chen Lu

F	Gd	(10)	Health: 70
A	Gd	(10)	
S	Rm	(30)	Karma: 32
E	Ex	(20)	
R	Ex	(20)	Resources: Gd
I	Ty	(6)	
P	Ty	(6)	Popularity: -10

KNOWN POWERS:

Nuclear Energy Manipulation: Dr. Lu's body is a living nuclear reactor. He can utilize his body's energy for a number of effects:
- Radiation bolts (Energy attack) of Amazing power and range
- Heat bolts (Energy attack) of Amazing power and range
- Light-flash of Amazing intensity to temporarily blind opponents, range 1 area
- Controlled light-effect that acts as the Mesmerism and Hypnosis talent at Remarkable rank, range 1 area

Invulnerability: The Radioactive Man has Class 1000 resistance to nuclear radiation.

Force-Field: The field yields Monstrous protection against physical and energy attacks. If he makes a successful power FEAT roll, the Radioactive Man can capture projectiles hurled at him and redirect them to other targets. He has done this with Thor's hammer on numerous occasions.

LIMITATION: The Radioactive Man's body constantly emits Feeble amounts of radiation that affect those in his area. This radiation is absorbed by a special harness in his costume, making it safe to be in his presence.

TALENTS: Dr. Lu is a leading expert on Radiation and Nuclear Physics.

CONTACTS: The Radioactive Man was a member of the first three Masters of Evil. He has also worked with the Mandarin, and was a member of the Titanic Three, a now-defunct team of heroes fighting crime in Communist Asia (the other members were the Crimson Dynamo and the Titanium Man).

BACKGROUND: After Thor stopped a Chinese attack on India, Dr. Lu volunteered to become the Chinese Government's superhuman weapon against Thor. He has fought Thor and the Avengers several times. The Radioactive Man has left the service of the state, and his current activities are unknown.

WHIRLWIND
David Cannon

F	Gd	(10)	Health: 90
A	In	(40)	
S	Gd	(10)	Karma: 18
E	Rm	(30)	
R	Ty	(6)	Resources: Ty
I	Ty	(6)	
P	Ty	(6)	Popularity: 0

KNOWN POWERS:

Lightning Speed: While spinning, Whirlwind can move in a straight line at Good speed (4 areas per round), accelerating to that speed in a single round.

Spinning: The Whirlwind can spin at speeds up to 400 rpm. This produces several effects:

- Invulnerability to dizziness and vertigo
- Remarkable body armor against physical attacks and missile weapons only
- Monstrous strength for purposes of escaping holds

Air-Ram: Whirlwind can used focused air currents to strike with Remarkable strength

Wind-Screen: Whirlwind can create a shield of fast-moving air. This functions like a force field of Remarkable rank, but it affects only physical attacks or missile weapons. The screen is limited to the area Whirlwind is in.

Tornado: Whirlwind can create a tornado that affects 1 area. This inflicts Remarkable damage and can lift objects with Remarkable strength.

Flight: By spinning his arms like helicopter rotors, Whirlwind can fly at Good speed (8 areas per round) for up to 3 minutes.

TALENTS: Whirlwind has Wrestling, Performing (ice skater, circus performer) and Driving (chauffeur) talents.

CONTACTS: Whirlwind is a member of the second, third, and fourth Masters of Evil.

BACKGROUND: Whirlwind is a mutant who originally used the alias The Human Top. By keeping a secret identity, he was able to hold several legitimate jobs, including that of Janet Van Dyne's chauffeur (from which he was fired for attempted fraud). After honing his skills, he called himself Whirlwind. His continuing romantic crush on the Wasp has led to frequent battles with the Avengers.

The Wrecker
Dirk Garthwaite

F	In	(40)	Health: 130
A	Ex	(20)	
S	In	(40)	Karma: 22
E	Rm	(30)	
R	Ty	(6)	Resources: Ty
I	Ty	(6)	
P	Gd	(10)	Popularity: -20

KNOWN POWERS:

Body Armor: The Wrecker's magically-toughened flesh provides Excellent protection from physical attacks and Typical protection against energy attacks.

Resistances: The Wrecker has Excellent resistance to heat, fire, cold, and corrosives. He has Amazing resistance to toxins and drugs.

Weapon: The Wrecker carries a 4-foot-long steel wrecking bar of Unearthly strength material. Aside from its toughness, it can apparently bestow superhuman power on others when struck by lightning.

Previous Powers: The Wrecker is not as powerful now as he was originally. His original statistics were:

F	A	S	E	R	I	P
Am	Ex	Am	In	Ty	Ty	Gd

TALENTS: The Wrecker has Blunt Weapon, Thrown Weapon, and Leadership talents.

CONTACTS: The Wrecker is the leader of the Wrecking Crew. He and his associates are members of the fourth Masters of Evil.

BACKGROUND: Garthwaite was originally a crowbar-wielding petty criminal. While fleeing from the police, he overpowered Loki, who had been depowered and exiled to Earth by Odin. Karnilla the Norn Queen accidentally gave Garthwaite superhuman powers with a spell intended for Loki. The Wrecker battled Thor on several occasions, but Thor managed to remove the Wrecker's power. The spell was entrapped in the crowbar. When the Wrecker and his associates broke out of jail and recovered the crowbar, they all gained superhuman power when lightning struck the crowbar as they all held it. However, none of the four was as powerful as the Wrecker originally was.

Bulldozer
Henry Camp

F	Ex	(20)	Health: 110
A	Gd	(10)	
S	In	(40)	Karma: 36
E	In	(40)	
R	Ex	(20)	Resources: Pr
I	Gd	(10)	
P	Ty	(6)	Popularity: -5

KNOWN POWERS:

Body Armor: Like the rest of the Wrecking Crew, Bulldozer has Excellent protection from physical attacks and Typical protection against energy attacks.

Resistances: Bulldozer has Remarkable resistance to heat, fire, cold, and corrosives.

Helmet: Bulldozer wears a custom-made steel helmet of Incredible strength material. His favorite tactic is a head-first charge. His Endurance allows him to move 3 areas per turn. When determining the chance to hit, apply a +1 CS to Endurance for each area Bulldozer moves through. Damage inflicted is 40 points plus an additional 2 points for each area through which Bulldozer moves.

TALENTS: Bulldozer has Military skill, from his days as a U.S. Army sergeant.

CONTACTS: Bulldozer is a member of both the Wrecking Crew and the fourth Masters of Evil.

BACKGROUND: Bulldozer's history is similar to that of the other subordinate members of the Wrecking Crew. He is a loyal follower of the Wrecker.

BEETLE™
Abner Jenkins
Professional Criminal

Fighting:	GOOD
Agility:	GOOD
Strength:	TYPICAL (EXCELLENT)
Endurance:	TYPICAL (EXCELLENT)
Reason:	EXCELLENT
Intuition:	REMARKABLE
Psyche:	TYPICAL

Health:	32 (60)
Karma:	56
Resources:	EXCELLENT
Popularity:	-10

Powers:

BODY ARMOR: Jenkins's Beetle costume raises his abilities to the levels in parentheses. The costume also provides Excellent protection from physical damage. All of Beetle's powers derive from the armor, which is powered by ambient microwaves. All microwave transmissions within three areas of Beetle are jammed, and a powerful source of microwaves may increase his Strength to Remarkable.

WALL-CRAWLING: The Beetle suit has suction cup gloves that give its wearer Excellent control on vertical surfaces.

FLIGHT: Beetle can fly at up to Excellent speed or hover in place by using cybernetically-controlled Mylar wings.

ELECTRO-BITE: Using both hands, Beetle can fire a bolt of electrical energy up to 10 areas away, inflicting Excellent damage.

BATTLE COMPUTER: The Beetle armor is equipped with a programable battle computer capable of guessing an opponent's moves and counteracting them. This raises Beetle's Fighting and Agility ranks to Remarkable and Intuition to Amazing against a single opponent. The opponent must have been studied in advance for the fighting style to be analyzed and programed. Jenkins often has other super-foes fight a hero while he records the battle. The battle computer has fighting programs to battle Spider-Man, Daredevil, IRON MAN™, and Captain America.

Talents: Jenkins has some mechanical ability. His Reason is Remarkable in dealing with motors and small devices.

Background: Abner Jenkins used his mechanical know-how to build a highly advanced suit of body armor and set out on a spree of crime. Working on his own and in the pay of others, Beetle has met and fought Daredevil, Iron Man, Spider-Man, and the collected AVENGERS™. Beetle recently completely remodeled and updated his armor, making him an even more deadly foe.

SCORPION™
MacDonald Gargan
Professional criminal

Fighting:	REMARKABLE
Agility:	INCREDIBLE
Strength:	INCREDIBLE
Endurance:	INCREDIBLE
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	GOOD

Health:	150
Karma:	22
Resources:	TYPICAL
Popularity:	-15

Powers:

WALL CRAWLING: Gargan has Excellent wall-crawling abilities on any surface he can grip, including concrete and masonry but excluding glass.

BODY ARMOR: Gargan's costume provides Excellent protection from physical attacks and Remarakble protection from electrical damage.

SCORPION'S TAIL: Scorpion's tail is made of Incredible-strength material and inflicts Amazing damage when it hits. It can react to mental commands from Gargan, who can make it coil like a spring to enable him to clear buildings three stories high in a single leap. The tail also contains a plasma projector capable of firing a bolt up to 10 areas away for Remarkable damage.

Background: MacDonald Gargan was a private investigator in the employ of J. Jonah Jameson. Jameson, while casting about for some way of defeating Spider-Man, discovered Dr. Farley Stillwell, a scientist who had made great leaps in mutagenics. Jameson offered Stillwell $10,000 to change someone into a super-powered challenger for Spider-Man, and offered Gargan $10,000 to be that subject. Gargan and Stillwell agreed, and Stillwell mutagenically altered Gargan to give him his superhuman powers. Stillwell also provided Gargan with a cybernetically controlled tail to use as a weapon. So armed, Scorpion went out to fight Spider-Man.

During the battle, Stillwell observed that the animals he used in previous experiments showed psychotic behavior. He realized that his modifications would soon destroy Gargan's sanity as well. Gargan went mad, blaming Jameson for his situation, and tried to kill the editor. Farley Stillwell perished in an attempt to administer an antidote, and Spider-Man defeated Scorpion. During the next few years Scorpion escaped incarceration several times to seek revenge on Jameson. Jameson, meanwhile, kept his role in Scorpion's past a secret while quietly paying for Gargan's psychiatric treatment. Finally, Jameson admitted his responsibility for the creation of Scorpion and, though no criminal charges were brought against him, resigned his position as editor of the *Daily Bugle*.

Piledriver
Brian Phillip Calusky

F	Rm	(30)	Health: 110
A	Gd	(10)	
S	In	(40)	Karma: 14
E	Rm	(30)	
R	Pr	(4)	Resources: Ty
I	Pr	(4)	
P	Ty	(6)	Popularity: -10

KNOWN POWERS:

Body Armor: Piledriver's body armor provides Excellent protection from physical attacks and Typical protection against energy attacks.

Resistances: Piledriver has Excellent resistance to heat, fire, cold, and corrosives.

TALENTS: Piledriver uses Martial Arts B in combat.

CONTACTS: Piledriver is a member of both the Wrecking Crew and the fourth Masters of Evil.

BACKGROUND: Calusky is an ex-farmhand who met the Wrecker in prison. He is the most slow-witted of all the Wrecking Crew. After joining the Masters of Evil, Piledriver antagonized Mr. Hyde and is now somewhat worried about it.

Thunderball
Dr. Eliot Franklin

F	Rm	(30)	Health: 130
A	Rm	(30)	
S	In	(40)	Karma: 36
E	Rm	(30)	
R	Ex	(20)	Resources: Ty
I	Gd	(10)	
P	Ty	(6)	Popularity: -10

KNOWN POWERS:

Body Armor: Thunderball's body armor provides Excellent protection from physical attacks and Typical protection against energy attacks.

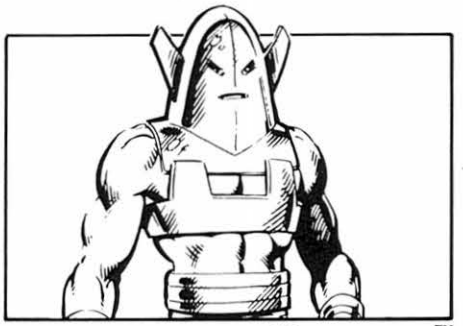
Resistances: Thunderball has Excellent resistance to heat, fire, cold, and corrosives.

Weapon: Thunderball uses a steel wrecking ball on the end of a short chain. The ball and chain have Amazing strength material.

TALENTS: Thunderball's non-criminal talents include Nuclear Physics, Radiation, and Engineering. He uses Blunt Weapons taken in combat.

CONTACTS: Thunderball is a member of both the Wrecking Crew and the fourth Masters of Evil.

BACKGROUND: Dr. Franklin's most notable achievement before being sent to prison was the construction of a gamma bomb, the same weapon that transformed Bruce Banner into the Hulk. Franklin met the other member of the Wrecking Crew in prison and they escaped together. He gained superhuman powers from the Wrecker's crowbar. Though he is by far the most intelligent of the Wrecking Crew, Thunderball defers to the Wrecker's leadership. The Wrecking Crew was part of Baron Zemo's recent campaign against the Avengers.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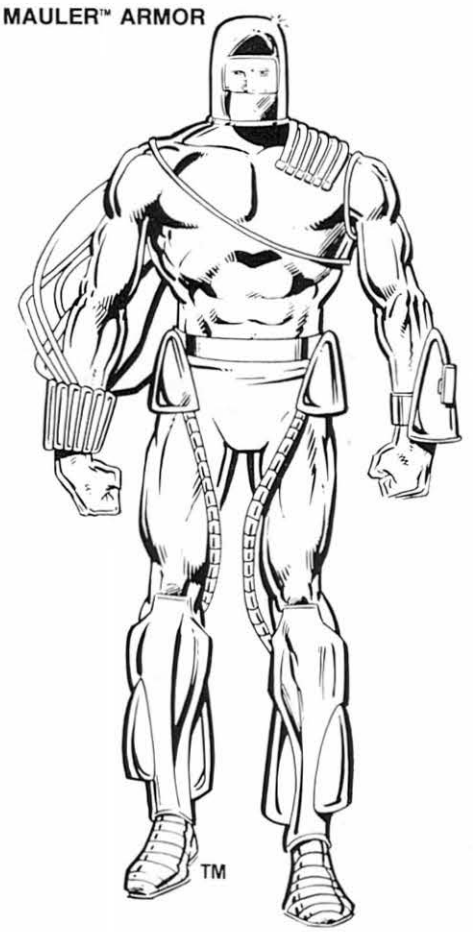
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Group Origin

The origin of the Investigators is a very strange tale indeed. It happened on a rainy evening at a rural highway intersection in northern Illinois.

A chemical truck was north bound on the highway when its left front tire blew out. The truck swerved and overturned. At that moment the truck was struck by lightning, triggering a powerful and bizarre explosion. It affected the very fabric of space itself. This dimension briefly was torn open and exposed to countless other universes. The contact with these planes did not leave the area unchanged.

Although the truck driver was killed, six people in the immediate area survived -- alive but very different.

Two of these people were Steve and Jennifer McBride. They were south bound on the highway and nearly engulfed in the explosion. After a few moments of burning pain, Steve McBride (Mole) found he could transform himself into living earth. He also found that the very earth moved at his command. Jennifer McBride (Mimic), Steve's wife, discovered she could painlessly alter her body to the exact appearance of anyone nearby. Nick Shank, a private investigator, was staked out along the road watching for an illegal drug buy. After the explosion, this man, later to be known as Shade, found he was transformed into living Darkforce.

Robert Wind was following the chemical truck when it exploded. He was plucked out of the universe when our dimension split open. When he returned he had learned to wield great magic of an informational nature. Hence, he took the name Oracle. Kevin Thompson, a local farm boy, was walking home from an afternoon of fishing when the explosion occurred. A great fan of science-fiction movies, Kevin took the name F/X when he discovered he could produce artificial images, sounds and smells. Lastly, the force of the dimension-shattering explosion reached into another plane and freed Graylord. He is a dashing, human adventurer who was imprisoned by an evil wizard. A week after the accident, the six people gathered and discussed their new-found powers. They agreed to put their powers to good use and oppose any evil villains of Earth. However, most of them did not want to change their current lifestyles. It was agreed that only when a member of their group needed help, would the others be summoned. That member was usually Shade. He remained a private investigator, and he often called the group together to oppose super villains. Over the next four years the group defeated a variety of foes. They adopted the name "The Investigators" because of the way their adventures happened. Their cases involved wits, stealth, and subterfuge instead of punches, groans, and mass destruction. The Investigators are still learning and maturing. One thing is for certain, however, The Investigators are fast becoming a powerful force for the side of good in the Mighty Marvel Universe.

MIMIC
Jennifer McBride, alien hybrid

F	Excellent (20)	**Health:** 70**
A	Excellent (20)*	
S	Good (10)*	**Karma:** 30
E	Excellent (20)*	
R	Good	**Resources:** Typical (6)
I	Good (10)	
P	Good (10)	**Popularity:** 20

*Up to MONSTROUS(75)
**Up to 245

POWERS:

Mimicry: Mimic has the power to assume the exact physical appearance and characteristics of another being. She gains the being's exact agility, strength, and endurance. She also gains any special abilities due to physical (not mental) characteristics. For example, she would gain the flying ability of Angel, the water breathing of the Sub-Mariner, and the flames of the Human Torch. She would not gain the powers of Sue Storm, the Invisible Girl, or the cosmic power control of the Silver Surfer (these powers are not physical manifestations). She also receives any physical weaknesses the target being has. The target creature need only be in the same area as Mimic. If the target is not willing to be mimicked, Mimic must make a green FEAT roll. The target is not harmed in any way. Her power has a Monstrous rank. Mimic's power is limited to humanoid creatures who are less than eight feet tall. Her power also limits her newly attained agility, strength, and endurance to Monstrous. Any damage caused by new powers is limited to Monstrous. Thus, if Mimic were to copy Thor she would only gain a Monstrous strength and endurance.

Mimic gains Health points from raised Agility, Strength, and Endurance. Thus, she has a maximum of 245 Health points (20 + 75 + 75 + 75 = 245). She keeps the same percentage of lost Health points when she attains a new form. For example, if she had 35 of 70 Health points left when she attained the form of Captain America, her new Health point total would be 55. (A: 40 S: 20 E: 30 and her F: 20 = 110 X 50% = 55). Mimic does not gain any equipment of a target except for the costume.

BACKGROUND: The Skrulls, an evil alien race who have long tried to conquer Earth, kidnapped Jennifer McBride's mother when was she was 18 years old. In a secret base, the Skrulls performed bizarre genetic experiments on her. They intended to produce hybrid Skrulls which would have the physical characteristics of a Skrull and the creative problem solving abilities of a human. Jennifer was conceived during the experiments. Other than the successful birth of baby Jennifer, the experiments were a failure; Jennifer retained human form and had the brain of a human. Jennifer's mother died during the procedure. Jennifer was left behind when the Skrulls departed one week after her birth. The baby was found near death in the New Mexico desert. She was adopted by John and Candence Williams less than a year later. She was raised in Fort Meyers, Florida. She later left home for a job in Chicago.

Jennifer's powers did not manifest themselves until she and Steve McBride were exposed to a strange explosion while on their honeymoon (see group origin). The explosion triggered powers latent in her half-Skrull self. Jennifer now lives with her husband in Chicago. She is unaware of her true nature and thinks her powers came from the explosion.

PERSONALITY: Jennifer is very insecure about herself and the way other people view her. It is important for her to be well liked by others. She is always very polite and kind -- sometimes even to villains. Mimic is badly affected by unkind comments directed at her. It would do her great harm if she discovered that she is half Skrull. She would be horrified at what others might think about her.

APPEARANCE: Mimic has the body of a normal human female. Her costume is a bright yellow body suit with a black 10 point star on the chest.

Height: 5' 8"	Race:	Human (White) /Skrull
Weight: 120	Sex:	Female
Age: 27	Occupation:	Homemaker
Hair: Blonde	Eyes:	Blue

F/X

Kevin Thompson, altered human

F	Good (10)	**Health:** 56
A	Excellent (20)	
S	Typical (6)	**Karma:** 40
E	Excellent (20)	
R	Excellent (20)	**Resources:** Feeble (2)
I	Good (10)	
P	Good (10)	**Popularity:** 10

POWERS

Image Generation: F/X can create images of anything imaginable by making a power FEAT roll. These images look, sound, and smell entirely real. See Campaign Book for more information. F/X's ability with this power is Amazing. Its range is 5 areas.

Sound Production: F/X can produce any sound imaginable. This ability is different from Image Generation because only sound is produced. The sound can be as simple as a car horn or as complex aa symphony orchestra. Complex sounds require a FEAT roll. The sound may originate up to 5 areas away. F/X's ability with this power is Amazing.

Scent Production: This power is similar to those above except that the olfactory sense is involved. Smells which are intended to harm (strong ammonia, for example) require a FEAT roll. F/X's ability with this power is Amazing. Its range is 5 areas. F/X is immune to all his own sensory powers. However, he is affected by sensations from other sources.

BACKGROUND: Kevin Thompson was born and raised in rural northern Illinois. At the age of 15, Kevin was exposed to the strange effects of a chemical explosion (see group origin). Kevin now is a freshman at Northern Illinois University. He plans to study agriculture and return home to run the family farm.

PERSONALITY: Kevin is a happy-go-lucky guy who finds it difficult to take anything seriously especially dressing up in leotards and chasing criminals. He goes on adventures with his friends occasionally. He does this more to have a good time and to see his friends rather than to save the world from villains. F/X approaches "super heroing" from a silly angle. He feels everyone is too serious. He tries to lighten any situation (often to everyone's chagrin). For example, he may produce "boos" when a villain appears. F/X likes to produce stirring songs while he and his friends are charging into combat (one of his favorites is Flight of the Valkyries). F/X once encased the villain Boomerang in an illusory chicken suit. His humor is often bizarre and annoying.

APPEARANCE: F/X has an average build for a super hero (similar to Mr. Fantastic's). His costume is a dark green, full body suit with "F/X" in white letters on the chest.

Height: 5' 11"		Race:	Human (White)
Weight: 160		Sex:	Male
Age: 19		Occupation:	Student
Hair: Brown		Eyes:	Brown

GRAYLORD

Graylord, adventurer

F	Monstrous (75)	**Health:** 185
A	Excellent (20)	
S	Remarkable (30)	**Karma:** 100
E	Remarkable (30)	
R	Remarkable (30)	**Resources:** Good (10)
I	Excellent (20)	
P	Amazing (50)	**Popularity:** 60

POWERS

Body Armor: Graylord's flesh is denser than that of normal humans. He has Excellent body armor.

Regeneration: Graylord can only die when most his molecules are dispersed. In a normal battle, Graylord's Endurance will not go below Feeble when he is reduced to zero Health points.

Extremely Long Life: Graylord ages very slowly. He is over 3,000 years old, but he appears to be in his late twenties.

Unique Weapon: Graylord carries a finely crafted foil. He has carried it for over a century and a half. Using modern technology, Graylord has strengthened it and added an electric shock. The modified weapon does Incredible slugfest damage. It is made of Amazing material.

TALENTS: Graylord's long life has given him many talents. He is a master of martial arts, wrestling, and military science. He is a marksman and a Weapons Master. Also, he has knowledge of armor making, farming, first aid, gambling, hunting, mining, navigating, sailing, and, of course, history.

BACKGROUND: Graylord was born over 3,000 years ago into a small community in central Africa. He was exposed to strange radiation from a crashed alien space vessel. This radiation changed his body. For the past 30 centuries, Graylord has traveled the world in search of adventure. He has been in nearly every locale and he has fought in many wars, campaigns, and quests. In the early 1970s, Graylord ran afoul of the evil wizard Alatar. The magician placed Graylord in an extra-dimensional prison. Graylord was freed from his cell when a bizarre explosion ripped the fabric of space (see group origin). Now that he is free, Graylord once again roams the globe in a quest for adventure.

PERSONALITY: With his daring and swashbuckler manner, Graylord is quite an anachronism. He is very much a scoundrel and a ladies man. Graylord is quickly bored with any mundane situation. He is constantly on the move and he will avoid staying in one location for a long time. He shirks responsibility in any form and he will flee from it whenever possible. Graylord's disposition is quite cheerful and lively. He is seldom unhappy and he tries vigorously to keep his friends' spirits high.

APPEARANCE: Graylord wears the clothes of a swashbuckler from one of his favorite time periods. He has a large hat, an ornate overcoat, a silk shirt with ruffles in front, tight breeches, and high leather boots. He carries a foil at his side.

Height: 6'1"		Race:	Human (Black)
Weight: 455		Sex:	Male
Age: 3,170		Occupation:	Adventurer
Hair: Black		Eyes:	Brown

SHADE

Nick Shank, mutant

F	Remarkable(30)	Health: 145
A	Excellent(20)	
S	Excellent(20)	Karma: 125
E	Monstrous(75)	
R	Excellent(20)	Resources: Good(10)
I	Monstrous(75)	
P	Excellent(20)	Popularity: 10

POWERS

Darkforce Body: Shade's pure black body is composed of specially solidified Darkforce. The transformation is permanent and it gives Shade Remarkable body armor. He is undetectable while he is in darkness and shadows, and he gives off no odors. His body temperature is a constant 40 degrees Fahrenheit. Anyone who makes contact with Shade's skin will be drained for Remarkable damage.

Infravision: Shade can see in the dark with Amazing power.

Phasing: Shade has Amazing ability to render his body intangible and pass through solid objects.

Darkforce Distance Weapon: Shade carries a Darkforce .38 pistol. It has an eight area range, and it can be fired once per round. Its ammunition supply is unlimited, and each Darkforce bullet does Remarkable slugfest damage. He carries the pistol in a shoulder holster. If the pistol is more than three feet from Shade, it will dissipate and will reappear in its holster.

Unique Vehicle: Any time Shade wills it, he can summon a Darkforce Fleetwood Cadillac. This pure black car operates much like a normal automobile, except maintenance and gasoline are unneeded. The only accessory equipment the car has are a radio scanner and a CB radio. Only Shade can open the car's doors or drive it. If the Shade allows it, the auto can carry up to five man-sized creatures. The car's solidified Darkforce does not drain health points from those who touch it; its temperature is an uncomfortable 40 degrees Fahrenheit. Shade has nicknamed the car "Shadowstreak." The vehicle has the power of Phasing at an Amazing rank. Everything inside Shadowstreak is phased while it is phasing. Shade mentally controls this power.

Shadowstreak:

Body	Control	Speed	Monstrous	Incredible	Incredible

The car will come to a rest and vanish when its Body points are reduced to zero. If this happens, Shade will not be able to call it up again for at least a full hour, unless he makes a red Psyche FEAT roll. Shade must then make a yellow Endurance Feat roll or else pass out for 1 to 10 rounds whether or not he succeeded at calling up Shadowstreak.

TALENTS: Detective Knowledge. Shade is an experienced and streetwise detective. His Reason is Incredible in the areas of law enforcement, logic, and criminal behavior.

BACKGROUND: Shade was a latent mutant whose powers would have remained dormant if it had not been for a bizarre quirk of fate (see group origin). He was an expert detective and private investigator before the accident. Shade is married to Jean Shank and they have three children. After the accident that triggered his powers, Shade let it be presumed that he was killed in the crash. He feels it is better for his family to think he is dead, rather than have them see him in his current state. He hopes to return to them someday -- rid of the Darkforce, or at least in control of it. Shade maintains a lush office in downtown Chicago (Wilson Investigations). His services are very expensive and his clients are usually large institutions and corporations. He uses the alias 'Charles Wilson' as a front.

PERSONALITY: Shade is a brooding and angry man -- frustrated by his imprisonment within his Darkforce body. He cannot understand why he is being punished when there are so many vile people on the Earth. He sees people in a negative light, and is often harsh and uncaring when he speaks. However, in rare instances, Shade will amaze everyone with a display of warmth and sensitivity. This usually happens when Shade encounters someone who is separated from loved ones. Nick Shank prefers to maintain the malicious facade of the Shade. In that way, people will leave him alone to soak in his self-pity. A great sadness surrounds Shade. Shade does not respect the rights of criminals; he will not hesitate to rough up a thug to get needed information. He does not lose Karma points for doing this.

APPEARANCE: Shade's body is made up of solid Darkforce. He retains his human shape, but his features are much indistinct. He wears dark gray clothing: slacks, a shirt, an overcoat, and an over-sized hat. His shoes are black leather.

Height: 6'2"	Race:	Human (White)
Weight: 220	Sex:	Male
Age: 41	Occupation:	Detective
Hair: Bald	Eyes:	None visible

MOLE

Steven McBride, altered human

F	Good (10)/Remarkable (30)	**Health:** 209
A	Excellent (20)/Poor (4)	
S	Good (10)/Monstrous (75)	**Karma:** 40
E	Good (10)/Unearthly (100)	
R	Excellent (20)	**Resources:** Typical (6)
I	Good (10)	
P	Good (10)	**Popularity:** 20

POWERS

Body Armor: Mole's tough skin gives him Remarkable body armor.

Body Transformation: Steve McBride can change his body into Elemental earth at will. This greatly increases his size, strength, and endurance. He does this with Amazing ability.

Earth Control: Mole can mentally control up to 75 tons of earth at once. He can cause rock, sand, clay, concrete, glass, and refined metals to move. The earth will do Monstrous damage when it attacks. This power has a Monstrous rank and a range of seven areas.

Earth Phasing: Mole can phase through material composed of earth or mostly composed of earth (see his earth control power). He does this with Amazing ability, and he can move at Incredible speeds. He cannot cause others to phase.

Alter Ego: Steve McBride is Mole's original human form. He is a geologist working for a company based in Chicago. Mole spends most of his time in his human form. He only occasionally assumes the form of Mole in order to go adventuring.

TALENTS: Geology. Steve McBride's Reason is Remarkable in geology.

BACKGROUND: Steve McBride grew up in Kewaunee, Illinois, and he attended the University of Illinois. After getting a graduate degree in geology, he went to work for a company based in Chicago. He then met and married Jennifer Williams. On their honeymoon trip, Steve and Jennifer were involved in a bizarre explosion (see group origin). This accident gave them their powers. They still live in Chicago, and they are trying to live normal lives.

PERSONALITY: Mole is a complex person with many quirks and foibles. He is egotistical and likes to be the center of attention. Mole shows off to other super heroes by using his powers in spectacular ways. Mole dislikes anyone who asserts himself as group leader. He feels he should be leader of any group he finds himself in, and will always try to gain control. He is prejudiced against others who do not have super powers, he feels they are inferior. Despite his many faults, Mole is fiercely loyal to his friends. He will never hesitate to risk his own life in defense of a friend.

APPEARANCE: Mole is a monstrous, bipedal humanoid creature with large feet, hands and head. His body is composed of dirt, gravel, sand, and clay, all held together by some unknown force. His skin is mostly brown with streaks of yellows, reds, and blacks throughout.

Height:	6'/12'	Race:	Human (White)
Weight:	175 lbs/ 5 Tons	Sex:	Male
Age:	29	Occupation:	Geologist
Hair:	Brown	Eyes:	Gray

ORACLE
Richard Wind, magic wielder

F	Good (10)	Health: 60
A	Good (10)	
S	Excellent (20)	Karma:
E	Excellent (20)	
R	Excellent (20)	Resources: Good (10)
I	Incredible (40)	
P	Amazing (50)	Popularity: 20

POWERS
Disciple of a Special Realm: Oracle can use personal and universal spells.

Personal

Empathy: (Amazing)
Gramarye: (Excellent)
Telepathy: (Excellent)

Universal

Eldritch Beams/Bolts: (Incredible)
Mental Probe: (Incredible)

TALENTS: Before Oracle studied the mystic arts he was an instructor at a university in Iowa. His reason is Remarkable in the areas of administrative science and marketing.

BACKGROUND: Richard Wind was born in Paducah, Kentucky. He had a normal childhood, and upon leaving high school he went to college. Richard became very interested in business, and he left school with an advanced degree in business. Richard was returning home from a Chicago Cubs baseball game when he was caught in a strange chemical explosion (see group origin). The explosion ripped the fabric of space and catapulted Richard through many dimensions. This attracted the attention of an unknown being. This being, who Oracle calls "the Unknown One," gave Oracle magic ability. Little is known about the Unknown One except Oracle instinctively feels he is a good creature. The Unknown One speaks to Oracle in visions of gray smoke. The Unknown One's voice is of the male gender and quite thunderous. Oracle is constantly studying and meditating. He has traveled extensively, looking for books and tomes which he sees in his visions. He also gains instruction from the Unknown One himself -- but only rarely. He now lives in Chicago and runs a business consulting firm.

PERSONALITY: Oracle is aloof and usually quiet. He feels idle talk is a waste of time and energy. However, when important matters are being discussed he does not hesitate to make his feelings known. When he does talk with others it is usually done with force and with a hint of patronization. Oracle feels he is responsible for his friends' health. He sees them as charges to be guided and protected.

APPEARANCE: Oracle has a slight build, very similar to that of Doctor Strange. His costume consists of black shoes, black pants, a white shirt, and a short black cape. The cape has a field of stars on its outer surface.

Height: 6'		Race:	Human (White)
Weight: 170		Sex:	Male
Age: 35		Occupation:	Consultant
Hair: Black		Eyes:	Blue

ARCANE ACADEME

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by Jeff Martin

"Hey, since you haven't played the AD&D® game much, you ought to play a fighter. They're easy to play and pretty basic."

That's right. Fighter character classes (and their associated subclasses) in the AD&D game system are simple classes. They are characters for unskilled players. Their main purposes include hacking and dying. They are just too bland to do much more. You just can't do a whole lot with them. Right?

Wrong! This installment of the Character Class Review will present many ideas that will dispel these myths. If played imaginatively, the fighter can be a complex, effective, and exciting character class.

This installment will be less specific than others. Instead of examining the unique abilities of the cavalier, paladin, fighter, barbarian, and ranger, this article will address what they all have in common, their role in the adventuring party, and their use of armor and weapons.

The Fighter's Role

The role of the fighter-type character is divided into four functions. They are: planning, leading, organizing, and controlling. By virtue of good hit points and armor class, fighters are a natural choice for leadership in adventuring. Also, due to their military and martial training most fighters are qualified to perform the other functions as well. Examples of these four functions are given below.

Planning: Examples of this function include determining strategies such as marching orders, night watches, travel routes, equipment lists, hirelings, and general siege orders. Planned tactics can include special combat formations (circle the wagons), special melee tactics (pre-determining who lights a torch and who gets out the oil), and special combat maneuvers (tactical withdraws or charges).

The myriad possibilities involving the planning function give the fighter plenty to do while the spell casters are choosing their spells.

Leading: Most adventuring environments are very dangerous. Hesitation and bickering can spell doom for an adventuring party. Therefore, strong leaders are needed to ensure the survival of the group. Although this function ties in closely with the player's actual personality, the bold and fearless manner of the genre should be remembered. A fighter who can direct and guide a group effectively is a great asset indeed.

Organizing: After a particularly nasty day at the dungeon an adventuring group is severely battered. Most of the party's spells and magic items are gone, and two members are unconscious. Enemy reinforcements probably will be arriving in about three hours. However, the party has yet to locate the magic elixir that will restore the Red Oracle to life. What do they do?

It falls to the fighter to reorganize the party. He must evaluate the current situation and consider the alternatives. Then, he must present his ideas to the party for further evaluation. The potential for some great gaming can be found in situations like these.

Controlling: Despite the best laid plans of barbarians and cavaliers, things always don't go as planned. This is where the controlling function will come into play. As unforseen problems and opportunities arise, a plan must be adjusted and fine tuned. Fighters should recognize when things are not going as planned, and they should make the necessary amendments.

For example, Thermadillion the Hero had planned on leading his group through a normal passage to the lair of the Ogre Witches. Everything was going as planned until they got into the passage. It was covered with six inches of standing water! What are some controlling adjustments Thermadillion might suggest?

He might suggest that more torches be lit (in case the one torch fell into the water). He might tell Warren the Chaotic to be careful with his wand of lightning (water can conduct electricity). He might ask Hambone the Curate to dig that potion of water breathing out of his back pack (just in case).

All of these examples of the planning, leading, organizing, and controlling functions of the fighter show the enormous task set before them. Their activities are only limited by the creativity and boldness of the player himself.

Though it might appear that any character could do these things, the fighter's natural place in a party's marching order -- right in the front line -- puts him in the best position to do them. And since he doesn't have to worry about spells and other game gimmicks, he has more time to think about them.

Armor

Banded mail is the best form of protection when price, base movement, and armor class adjustments are considered.

Weapons

Instead of repeating the many special abilities of certain weapons here, I suggest that players examine page 27 of Unearthed Arcana. The right weapon can give a character many advantages under the right conditions.

Also, weapon selection should take into account armor class adjustments (if your DM uses them). It is best to carry weapons that bestow bonuses verses different armor classes. For example, a footman's flail and a bardiche are effective against numerically lower and higher armor classes (respectively).

In addition, fighters should consider taking weapon proficiencies in unusual weapons. Siege weapons and thrown flasks offer interesting possibilities.

Some very effective offensive power is available to the fighter and ranger through weapon specialization. (And, to a lesser extent, to the cavalier through weapons of choice). Also, the fighter should consider purchasing specially designed missile weapons (see page 64 of the DMG). These modified weapons enable the user to add his strength bonus ("to hit" and damage) to all attacks made with the missiles. Thus, a first level fighter with an 18/00 strength and weapon specialization in darts can use weighted darts to deliver 28-36 hit points of damage in a single melee round (assuming all the darts hit).

With Great Power Comes Great Responsibility

by William Tracy

In last issue's column I offered some tips on how to write a Marvel Super Heroes™ game tournament for the RPGA™ Network. In future columns I plan to alternate between discussions on general subjects (like last time), and columns listing the statistics on various Marvel characters that TSR, Inc. has not gotten around to printing. The super heroes we'll be looking at this issue are the three newest members of the Freedom Force: Crimson Commando, Stonewall and Super Sabre.

Histories/Backgrounds

The origins of Crimson Commando (alias Frank Bohannan), Stonewall (alias Louis Hamilton), and Super Sabre (alias Martin Fletcher) are unknown. They originally began their careers as heroes during World War II, but they did not appear in the comics until recently (X-MEN #215).

For a few years after WW II, the three men stayed active as super heroes. Unfortunately, their ultra-conservative view points scared the government. During the Cold War of the 1960s, a nervous government asked them to retire, and they complied.

During the next few decades the retired super heroes watched as the crime rate increased, while the country's social values (in their conservative opinions) declined. They finally decided it was time they mete out their own brand of justice, setting up in Crimson Commando's secluded house in upstate New York. The house was located near the Adriondack State Park, with miles of dense forest between it and civilization.

The three men then began to capture criminals who had gotten off on technicalities or through the influence of powerful friends or relatives. They also sometimes captured crooks who had not yet been apprehended by the police. Once they had made a capture, the three men dispensed justice, after a fashion. Each captive was released into the woods around the house to be hunted down again. If the criminal could evade the hunt and escape to civilization he (or she) would be free. Criminals who were caught were killed on the spot. None of the victims escaped until the trio accidentally captured Storm (from the X-Men), believing her to be an arsonist and looter. She defeated the three men, one at a time. In her final battle with Crimson Commando, she threatened to kill him unless he and his friends agreed to turn themselves in to the authorities. However, only Crimson Commando and Stonewall did this. Super Sabre was believed to have been killed in an avalanche during an earlier fight with Storm.

Months later, the two men's sentences were commuted, on condition that they join the Freedom Force. They agreed and were then joined by Super Sabre, who had not been killed after all. All three men are currently working with Freedom Force.

CRIMSON COMMANDO

(Frank Bohannan)

F	RM (30)	**Health:** 90
A	EX (20)	
S	GD (10)	**Karma:** 36
E	RM (30)	
R	TY (6)	**Resources:** GD (10)
I	EX (20)	
P	GD (10)	**Popularity:** 0 (20 to someone who knew him during WW II)

KNOWN POWERS:

Enhanced Senses: Crimson Commando's sight is highly developed, allowing him to see farther and to perceive more detail at a distance than most people. These abilities should be considered Excellent.

Tracking: Crimson Commando is also an expert in tracking, using his enhanced sight to follow almost invisible tracks. This ability will only work in natural terrain, that is in places where a being's passage will leave some sort of visible signs. It will not work on a paved city street, for example. This ability is Remarkable.

TALENTS: Crimson Commando is an expert with Thrown and Sharp Weapons. He also should be considered a Weapons Master, with training in Martial Arts types A, B and E. He is also an expert in military matters, and he has the Leadership talent.

STONEWALL

(Louis Hamilton)

F	GD (10)	**Health:** 84
A	PR (4)	
S	RM (30)	**Karma:** 22
E	IN (40)	
R	TY (6)	**Resources:** GD (10)
I	TY (6)	
P	GD (10)	**Popularity:** 0 (20 to people who recognize him from WW II)

KNOWN POWERS:

Immovable: Stonewall's flesh is incredibly dense, causing him to weigh a great deal more than a man of his size. Stonewall is almost impossible to knock down (an arrogant Blob once tried to push him, but the Blob ended up on the floor). Stonewall's Endurance should be considered Monstrous for Stun and Slam purposes. He can be tripped if he is surprised (Storm was able to do this twice, so now he is extremely careful).

TALENTS: Stonewall has not revealed any talents, yet.

SUPER SABRE

(Martin Fletcher)

F	EX (20)	**Health:** 116
A	AM (50)	
S	TY (6)	**Karma:** 18
E	IN (40)	
R	TY (6)	**Resources:** GD (10)
I	TY (6)	
P	TY (6)	**Popularity:** 0 (20 to anyone who knew him from WW II)

KNOWN POWERS:

Lightening Speed: Super Sabre is able to run at Unearthly land Speed. He can reach this speed in a single round and can stop in the same round. He is able to maneuver at this high speed, turning sharp corners and zig-

He has also mastered the use of air pressure. Swinging his fist at high speed, he can use the air pressure generated to damage opponents. These mach one punches do Amazing damage to all characters within the same area as Super Sabre. He can produce a similar effect simply by snapping his fingers. This attack also does Amazing damage, but only to one character in Super Sabre's area.

TALENTS: At this point, Super Sabre has not used any talents. His headgear, a leather flying helmet and goggles, and his use of certain aviation terms suggest that he might be a trained pilot, but that has yet to be shown.

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don't got egg salad anymore. It's ptomaine spread now."

"I dunno," he murmured, lifting the top slice of bread. "The lettuce is brown," he declared after much scrutinizing.

Jean and I buried our faces in our hands and the judge shuffled out, sandwich in hand. The flies stayed with us. Later, Harold arrived with several bags of fast food. He brought me the chef's salad I had ordered, but no salad dressing or fork. "At least it's all the right colors," I grumbled, grabbing a tomato wedge with my fingers and biting it as though it were Harold's head.

I was scheduled to run a Grand Masters semi-final on Friday evening. Just before the event, Jean introduced me to Kenneth Wong, a game retailer from Singapore. Jean explained that Mr. Wong was interested in sponsoring a few Network tournaments in his country and asked me to let him sit in on my session. I agreed, and began giving Ken a rundown on how tournaments were organized. When I found my team, I introduced Ken. My players all nodded politely, then stared at the scenario and character sheets like starving dogs at a medieval feast.

The players really got into their characters, and at times I just let them interact while I looked on. (Ken just looked amazed. He hadn't had much experience with role-playing prior to the convention). One long period of intense role-playing centered around coconuts. I had characters flinging coconut at each other, eating coconuts for breakfast, and trying to peel coconuts with their swords without letting the milk leak out. Eventually, they got around to playing the scenario. After the round, I told Ken that what he had just witnessed was not a typical role-playing game. He just smiled weakly. Later, he told Jean that he'd never been so amused in his life. Score one for the Network. (I understand a few other visitors from other countries also sat in on some RPGA™ tournaments and also reported having a wonderful time.)

On Saturday morning, I was rooted in my corner when all chaos broke loose outside HQ. There was sorrowful wailing, cursing, and general expressions of consternation and disapproval. Most of it directed at Jean. I wondered briefly what great world disaster Jean had precipitated. Perhaps she had started WW III, assasinated the pope, or caused an oil spill. Actually, she merely rescheduled the Grand Masters final. The problem, it seemed, was that the new time conflicted with the Masters final. The reaction, I thought, was excessive. One presumtuous judge (or as the British would say, cheeky bloke) was even threatening to take his copy of the round and run it himself. In the end, Jean and I decided to send the designated judge, Harold Johnson, back to his hotel for a nap, so he'd be awake to run the round as scheduled.

Saturday night slipped quietly into Sunday morning. By 12:30 AM the floor in HQ was cluttered with prize certificates that had to be separated, sorted, and stuffed into envelopes before the awards ceremony later that afternoon. After crawling around on the concrete for 15 minutes, I suggested moving the whole mess to the convention coordinator's suite at the hotel where there was carpeting. There were no objections.

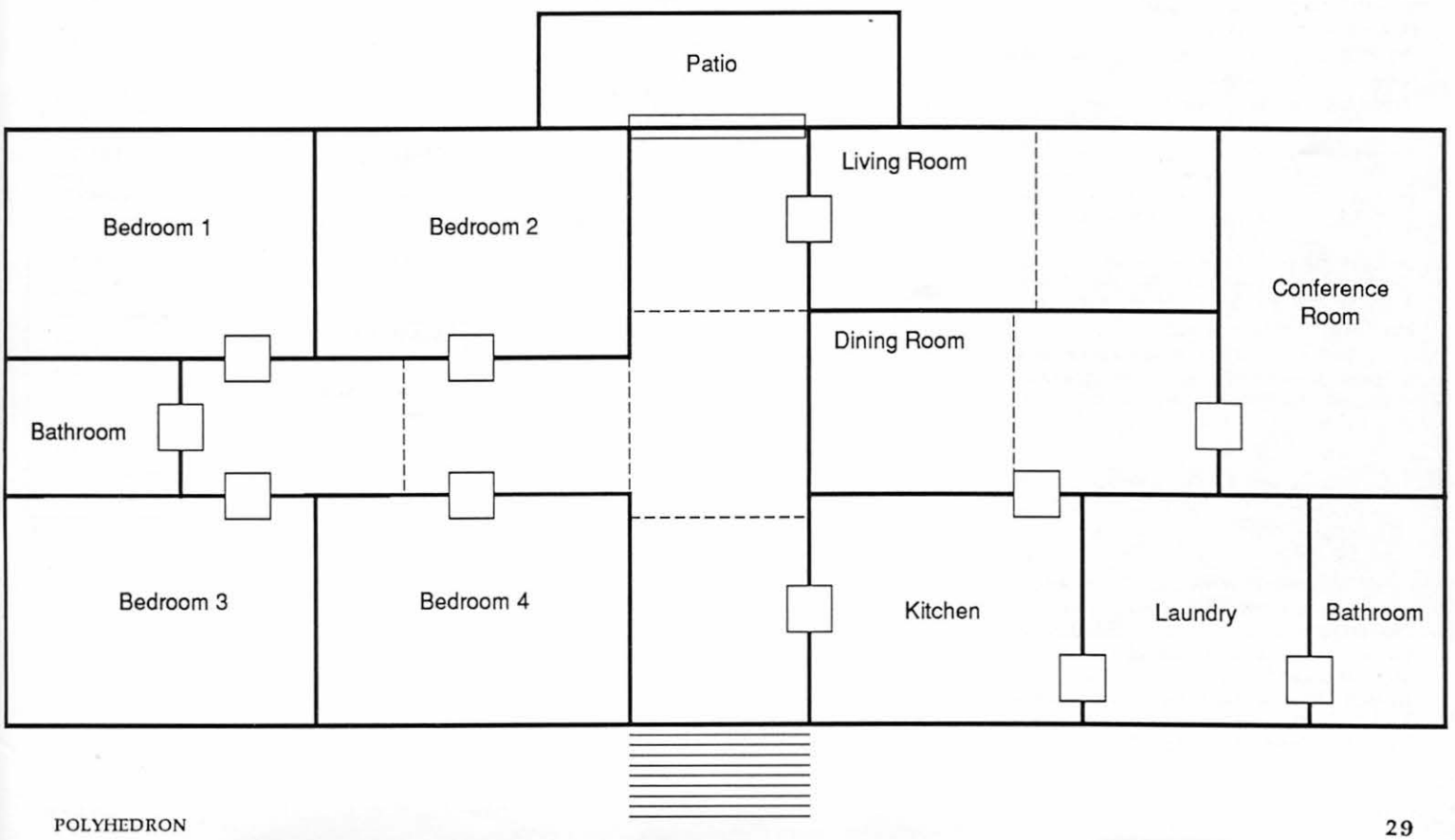
Later that morning, the suite was filled with bleary-eyed volunteers working feverishly on awards. A half hour before the ceremony was to begin we were still 45 mintutes short of finishing. We packed up the completed awards, gave them unto Jean's capable hands, and told her to start the ceremony. When the ceremony started, we were still about 30 events short of finishing, but we were producing awards faster than Jean was presenting them. The last batch of awards went to MECCA in a wastebasket scavenged from the suite's bathroom. We'd run out of boxes.

I blundered into Jean as I was leaving MECCA on Sunday afternoon. I imagine the situation was not unlike a lone freighter meeting an unidentified submarine on the high seas. A perilous situation, but no way to guard against it. I quickly surveyed the local geography, and finding no really good hiding places, tried waving goodbye. Jean had other ideas, however.

"Bye Skip!" she said sweetly. I closed the watertight doors and battened down the hatches. "You'll help us again next year, won't you?" My hopes for a clean getaway had been torpedoed.

Will I be back next year? Probably, after all, what's not to like about the GEN CON® Game Fair? (Don't answer that.)

The Investigators



The Critical Hit

Exploring Middle-Earth

by Errol Farstad

Iron Crown Enterprises (I.C.E.) has made it possible to explore the worlds created by Professor J.R.R. Tolkien. First came the Rolemaster system with its Arms Law, Claw law, This Law, and That Law. Rolemaster is not for the faint of heart, weak of stomach, or first-time delver into fantasy role-playing.

Simplifying the Rolemaster system gave birth to the Middle-Earth Role Playing game (MERP for short), the official (that is, recognized by Tolkien's estate) game system for Middle Earth campaigns. Rolemaster is still around, and is compatible with MERP.

MERP has been out for the past few years, and is a fairly popular game. As a player, I enjoyed the system, but due to its complexity it took me a couple of years to tackle it as a referee.

Packaging

If you decide to get involved with MERP, I recommend you not purchase the $15.00 boxed edition. Instead, purchase the $10.00 rulebook separately and save yourself the extra money.

The boxed set comes with the rule book, which has a sample adventure, large scale maps for the sample adventure, two 20-sided dice, a booklet that gives you an introduction to fantasy role-playing, including a solo adventure, and 55 non-perforated counters.

While all this sounds well and good, the large scale maps are merely enlarged replicas of maps included in the rulebook, and are intended mainly for use with the counters. The counters are pretty much for one-time use only, as they represent only the monsters and creatures that come with the sample adventure. There are some counters provided for characters, but do not bother to write within the spaces provided on them unless you have microscopic handwriting.

The rule book is paper bound, and contains 100-plus pages of information. While I have reviewed many games that have the same thick paper covers, this is the first time that I have had the rulebook fall apart after a dozen times or so perusals.

What is missing from the boxed set is a map of Middle-Earth itself. If such a map were included instead of the solo adventure and the adventure maps, then the $15.00 price would be worthwhile.

Rules and Explanations

Character generation, spell-casting, combat and all other dice rolls are resolved with percentile dice, which I prefer.

Six professions are available to player characters: warrior, mage, animist (cleric), range, scout (thief), and bard. Each class has its own unique abilities, complete with advantages and disadvantages. I wonder, though, about the inclusion of clerics within Middle-Earth, as there were no priests of the Valar (the "gods" of Middle-Earth). In the books, the Valar, were simply held in reverence.

Many races are also available for player characters. Elves (of course), dwarves, and hobbits are the primary non-human races. There are also half-elves and half-dwarves, called the Ulmi. Fifteen different races of humans are included, from the Dundedain to the Rhirrim to the Urban Man and all others in between. Why so many? The best example would be to use our own modern-day world. Europe in particular. As you know, Europe has many different countries with many different cultures and languages. In a way, Middle-Earth is much like our modern-day Europe, each race (including humans) having its own culture and language.

Spells

Each character is allotted power points, based on intelligence or intuition, depending on the type of spells available to the character's profession. There are particular spell lists available only to particular professions. And there are a couple of open lists for any spell-using PC.

Power points and the number of spells a character can cast per level increase as the character rises in level. Also, the highest level spell a character can cast is equal to his character level. As spells are cast, each spell deducts a number of power points equal to the spell level. It is a simple, yet effective system, that works very well.

The system has its own problems, however. Obviously, the spell system is nothing like the AD&D® game's spell system. While MERP has ten levels of spells, there are a limited number of these spells, restricting the spell casters to some extent. Magic-users in the AD&D® system have a potential of 260 spells available, not including cantrips. Mages in MERP have only 160. In Rolemaster, there are 470 spells available to magicians. Quite a difference. This is one spot where the attempt at simplification hurt the game.

Timelines

MERP is flexible enoough that referees can choose which Age they may run their campaigns in. For those who are not familiar with Tolkien's works, Middle-Earth's history is divided into four periods, called ages. The first three ages cover the rise, the fall, and second rise and final fall of Sauron, the embodiment of Evil, The fourth age, though never described in a novel, is covered in one of the appendixes in the novel The Return of the King. Major events are covered in a timeline, no details are given. In many ways, it is best to run a MERP campaign in the fourth age, as the referee is less likely to be hamstrung by details revealed in the novels.

Treatment

MERP rules are complex, probably more so than the AD&D® system. MERP relies on -- or perhaps I should say leans on -- unnecessary examples that could have just as easily been simplified in the text in a step-by-step, logical manner.

Deadliness Factor

Referees must take great care in running MERP, because the encounters, even at low levels, can be quite deadly. For instance, six orcs in the AD&D® game can be taken with some difficulty by an equal member of first level characters. Six orcs can spell death, in capital letters, for the same group of characters in a MERP campaign. I suggest that referees have a slightly higher level NPC accompany the characters until the referee is fully cognizant of the rules, or the referee could start the characters at second level.

Miscellaneous

Usually about this time, I go on abut indexes or lack thereof. While MERP has no index, it has an excellent table of contents.

Overall Value

The basic idea behind MERP is sound. Unfortunately, the frame needs rebuilding or the house will fall apart despite its popularity. Organization is the key to a successful gaming system. Without good organization, games that would normally rate as "excellent" -- such as MERP -- fall to the wayside.

MERP is a fine game, but it needs much fine-tuning before I can classify it as excellent. Nevertheless, it is worth the money if you are a Middle Earth fan. The designers at I.C.E. have tried very hard to bring to life Professor Tolkien's wondrous realms. MERP succeeds in doing that, despite its flaws.

Ratings

Packaging:	★★★5
Treatment:	★★★6
Deadliness Factor:	★★★8
Degree of Difficulty: (on a scale of 1 to 4):	★★★3
Miscellaneous:	★★★6
Overall Value:	★★★7

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talk, especially when it could effect the balance of the game, he should stop and ask the player: "Were you speaking for yourself or for your character?" If the offender replies "For myself," the DM should counter with, "Sorry, you as a player are not present at this encounter and therefore cannot convey that information to the other characters." If the player answers "For my character," reply "Sorry your character does not possess that information and so could not possibly be saying that." After a few doses of this, even the most thick-headed player should grasp the difference. If the player insists on speaking through his character, then tell him, "The rest of the characters are looking at your character very strangely. This weird talk of 'hit points,' 'levels,' and 'Monster Manuals' is very unnerving to them." Then suggest to the other players that their characters are beginning to think this fellow's character might be under a curse, or possibly possessed. Another method is to assign negative experience points every time the player's character acts in an un-character-like manner. Characters gain experience when they are played well. Why shouldn't they lose experience when players do the opposite? When it comes to monstrous encounters, tell the group that unless and until they have encountered a particular creature, they only possess sketchy knowledge at best. Once they have survived an encounter, let them create their own Monster Manuals describing and naming the creature, noting its physical appearance, how tough it was, how it was defeated, etc. Then next time they encounter the creature, they will have the information they need, legally.

Clubs, Organizations, and Secret Societies for Player Characters

In the AD&D®game, a thief or assassin, if he chooses, may join the appropriate guild for his profession and thereafter get all the benefits such an organization provides. But what about characters of different classes? Are there any organizations that offer not only the sense of comradeship among those of like profession, but provide that extra something that makes joining worthwhile? Of course there are! In this section, we'll be examining several organizations, good and bad, that your character can join. Of course, the existence of these clubs in your characters' AD&D world is a decision left to your DM. Some details have been left sketchy so that he may add to them or change them as he wishes. This month, we'll be looking at a very old and prestigious organization of fighters.

The Fellowship of Moot:

Membership Requirements: Any human or demi-human fighter of 5th level or higher may join. No multi-class or humanoid characters are allowed. Members do not have to be of a certain alignment, but all members are expected to act in an upright manner that does not reflect poorly on the rest of the Fellowship.

Dues: 200 gp per year plus any additional costs.

Location: Most large cities contain a Fellowship of Moot lodge. A member of one lodge is always welcome at all other lodges.

Purpose: To provide a place where fighters can assemble to swap stories, gain information, share fellowship, and learn and practice new fighting techniques.

Initiation: A fighter who meets all the listed requirements must petition a lodge for membership, at which time he will be required to give information on why he considers himself a worthy candidate. This includes his skill as a fighter and any outstanding deeds he has accomplished. He will then be sent on his way to await the word from the Council, the ruling body of the Fellowship. At some time during the next month, the applicant will be secretly tested by one or more Fellowship members. If he or she passes this secret test, he will be voted in for membership, and only then will he be notified of the outcome.

Special Events: Once a year, in various locations, members compete in official tournaments of skill and technique held between members of the same rank and title. The winners of these events are then granted the privilege of advancement to the next highest rank (i.e. level).

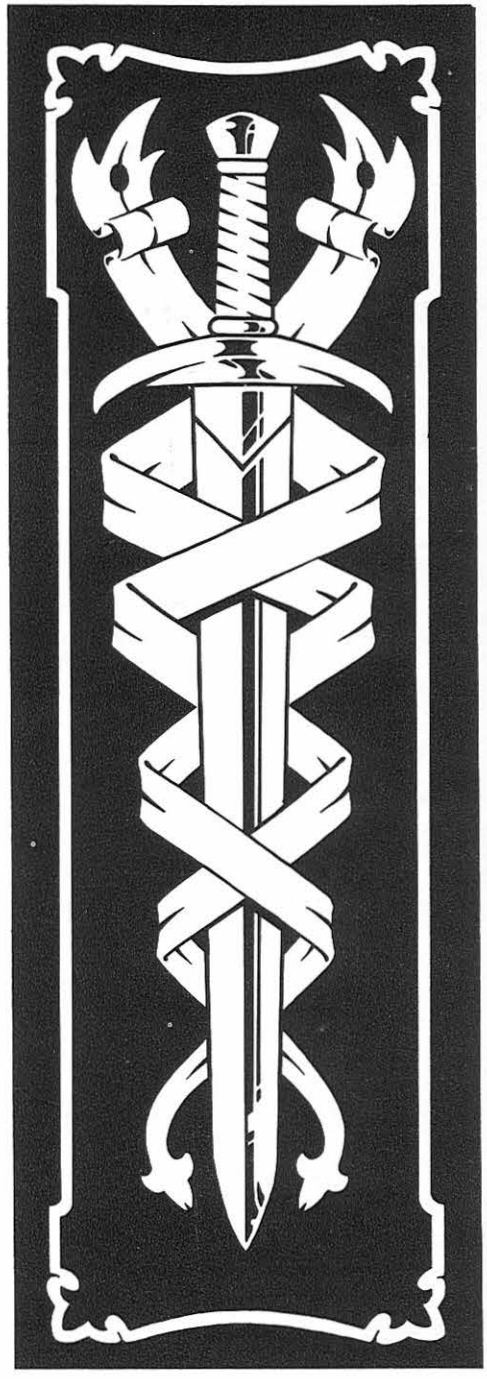
Advantages: Cheap lodging and discounts on armor and weapons for members. A place to train for higher levels and increased weapon proficiency. All members are pledged to aid a fellow member in time of need. A clearinghouse for reliable hirelings and apprentices. The Fellowship of Moot is recognized throughout the land as a worthy organization, and members are treated with respect.

Recognition Symbols: The Symbol of Moot is tattooed on the upper left arm and painted on the upper left corner of the member's shield. A special phrase, the equivalent of a password, is revealed to new members.

Disbarment: A member, who in the opinion of the Council, has done something to cast a shadow on the Fellowship will be immediately disbarred. The tattoo will be burned from the skin, and the shield will be disfigured. This is a great disgrace, and disbarred members are looked upon with disgust and loathing. Any dishonorably discharged member who tries to pass himself off as an active member, by virtue of knowing the password, runs the risk of being killed if discovered.

In Closing

Next issue we should be able to print some of your comments and criticisms (you are writing us, aren't you?). We'll look at a secret organization for apprentice female magic users, discuss the psychological profile of the fighter-magic user, continue with part 3 of the Convention Scenario, and throw in a few other surprises. Join us, won't you?



Convention Judge Appeal

The RPGA™ Network is planning to host a record number of RPGA-sanctioned tournaments at this summer's GEN CON®/ORIGINS® Game Fair, scheduled for Aug. 18-21 in Milwaukee, WI.

Last GEN CON® Game Fair, the Network was able to sanction 31 events. This year (cross your fingers), we'll try for more!

We are tentatively planning to offer 11 AD&D® tournaments, including Masters and Grand Masters, The Living City, Oriental Adventures, and the first RPGA Network clubs only event.

In addition, we are planning a TOP SECRET® Masters, TOP SECRET® Feature, GAMMA WORLD®, MARVEL SUPERHEROES™ and DRAGONQUEST® tournaments.

RPGA "Classics" tournaments will include BOOT HILL®, GANGBUSTERS®, and DAWN PATROL® games.

Other planned tournaments include Runequest by Avalon Hill; James Bond by Victory Games; Chill by Pacesetter; Teenage Mutant Ninja Turtles and Revised RECON by Palladium Books; Paranoia Masters, Pananoia Feature, and Star Wars by West End Games; Call of Cthulhu and Pendragon by Chaosium; Teenagers from Outer Space by R. Talsorian Games; War Hammer by Games Workshop; Harnmaster by Columbia Games; Champions by Iron Crown Enterprises; Star Trek and Mechwarrior by FASA; and Traveller 2300 by Game Designers Workshop.

Because of the increase in tournaments, we will need more judges, especially for non AD & D® events.

If you are capable of judging some of these game systems and are planning to attend the GEN CON®/ORIGINS® Game Fair, please fill out the attached form and mail it to Network HQ at P.O. Box 509, Lake Geneva, WI 53147

Judges do not have to be RPGA members to referee events below the Masters and Grandmasters levels. However, only Network members will receive experience points for running Network sanctioned tournaments. We urge gamers who know of qualified judges planning to attend the GEN CON®/ORIGINS® Game Fair to tell those judges about the Network's need for referees.

After you return this form, we will send you a letter this spring informing you if you will be a judge at the GEN CON®/ORIGINS® Game Fair.

NAME _____ AGE _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

DAY PHONE _____

EVENING PHONE _____

ABOVE LISTED GAMES YOU ARE CAPABLE OF JUDGING _____

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ADDITIONAL GAMES YOU ARE CAPABLE OF JUDGING WHICH ARE NOT YET LISTED AS GEN CON®/ORIGINS® RPGA EVENTS _____

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HAVE YOU EVER JUDGED AN RPGA EVENT? _____

WHERE? _____

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